

PLAYSTATION 2 • DREAMCAST • NINTENDO 64 • X-BOX



Video Games for Life

June 2000

incite

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& CODE VERONICA EXPOSED
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Video Gaming

EXCLUSIVE FIRST LOOK

FINAL FANTASY IX

Is this the last great **RPG** on the **PlayStation**? Full details inside



FIRST N64 REVIEW

PERFECT DARK

Does Rare's **GoldenEye** successor live up to the hype?

PLAYSTATION 2 WORLD EXCLUSIVE!

KNOCKOUT KING



Heavyweight champ **Lennox Lewis** steps into the ring with **Knockout Kings 2001** on the **PlayStation 2** First screens & info inside!

NEWS SCOOP

X-BOX

All the details of **Microsoft's** new superconsole



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Sega Dreamcast



Team Talk

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Software publishers are already excited about the possibility of creating games in a developer-friendly PC environment, while still reaping the benefit of large unit sales normally attributed to console machines.

A few weeks ago at the Game Developers Conference in San Jose, Calif., Bill Gates and Microsoft officially announced their intentions (see page 48) to enter the console gaming market with the X-Box. After a brief speech by Gates, we witnessed some pretty amazing real-time demonstrations of the X-Box's capabilities. Screenshots and words cannot adequately describe what was going on in these demos. Although they were technically impressive, I walked away from the presentation with mixed reactions. I was excited by the prospects of the technology, but skeptical if Microsoft could prove itself to be a major console player. I guess only time will tell.

My fear is an overcrowded market with too many games on too many platforms. Software publishers are already excited about the possibility of creating games in a developer-friendly PC environment, while still reaping the benefit of large unit sales normally attributed to console machines. The consumers are the ones who need to worry. The key for Microsoft's success is quality control: The minute the X-Box becomes a machine for cheap PC ports, it's all over. Microsoft needs to sign on some big-name console developers to do original and exclusive titles for the X-Box. Although this may be tough in an already crowded console market, there may be a solution.

A current rumor flying around the industry is that Microsoft is vying to acquire Sega, that the X-Box would become the unofficial "Dreamcast 2," and be backwards-compatible with current Dreamcast titles. To me it sounds like the perfect situation for both companies. Sega would get the solid financial backing it needs, and Microsoft would get a legitimate console game name and a premier console software developer. The X-Box would inherit some big-time franchises: *Sonic*, *Shenmue*, *Crazy Taxi*, and the acclaimed *Sega Sports* titles. Both companies have their weaknesses, but combine them and you've instantly got a significant player in one hell of a console war. Let the games begin.

Angie Pan



GREG RAU EDITOR-IN-CHIEF

Meet the Editorial Team

Jon Robinson



Deputy EIC
J.R. went the distance with the heavyweight champ, Lennox Lewis, and *Knockout Kings 2001* for the PS 2. Then J had a sit-down with Edge, who thinks he can take D'Lo. We'll see.

Roger Burchill



Senior Editor
Audi's Web site went down earlier this month, causing some frantic moments, but it all worked out in the end. Then Roger went to China to hone his mad ninja skills.

Demian Linn



Senior Editor
Demian's recent performance-art piece, entitled "Shirtless Man With Game Boy and Fake Blood," wasn't well received. Only those Mummenschanz guys really understand him.

Ryan Lockhart



Senior Editor
There wasn't a dry eye in the house when Ryan came back into the fold. Then he took off for a week in Tokyo without telling anyone. Oh well, he'll be back. We're pretty sure.

Annette Cardwell



Senior Editor
Annette shocked the world when she busted out the vinyl pants during a recent night on the town. She'd also like to thank Mattie for pledging a lifetime supply of Meeko dolls.

Paul Semel



Entertainment Editor
Another day, another dollar for Paul, who spent some quality time with *Sports Illustrated* swimsuit model Audrey Quock. And young Bobby Hill.

Brett Rector



Strategy Editor
Our man Brett played *Code Veronica* and *WWF Smackdown* so much this month, he lost his appetite. You have to know Brett to understand the gravity of that statement.

Ed Lewis



Editorial Assistant
Special Agent Lewis infiltrated the T2nd annual Oscars, but walked out in protest when Phil Collins got on stage. We support his decision 110 percent.

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Lennox Lewis vs. Knockout Kings 2001

3rd Round Knockout 32

Let's see, it's only a world-exclusive first look at *Knockout Kings 2001* for the PlayStation 2, a game that looks so good you'll break a sweat just from seeing the screens. As if that weren't enough, we interview Sugar Shane Mosley, Floyd Mayweather Jr., woman's champ Lucia Rijker and the Undisputed Heavyweight Champion.



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I know
you're not
talking to
me

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That's a picture of a girl
wearing underwear and
you're reading this?



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Closet Gamer

Audrey Quock 24

A *Sports Illustrated* swimsuit model who not only plays video games, but lives above an arcade? How do we do it? And what's her address? Answers to all these questions and more may or may not be revealed.

Microsoft's X-Box

The Next-Box 48

Dollar Bill Gates has thrown his hat in the console ring, and it's a damn big one. Find out all there is to know about the most powerful video game platform yet designed. Let's get it on!

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Photography by Rajat Ghosh (Audrey Quock), Donny Fiorentino (Lennox Lewis)

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The WWF's Edge Speaks Out

Over the Edge

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One of wrestling's highest flyers talks with *incite Video Gaming* about games and wrestling, naturally, and tells us all the ways he's going to punish our current champ, D'Lo, in the video game ring. Next month it's ON!

Lennox Lewis Interview

King of Kings

42

In the red corner, The Undisputed Heavyweight Champion of the World, Lennox Lewis. And in the blue corner we have Jon Robinson. Lennox talks with us about the mental game and what it's like to beat Ali.

Alone in the Dark

Haunted Home Alone

64

Shut the windows and lock the doors – the game that started this whole survival horror thing is back from the dead. Check out our exclusive preview and revealing interviews with the game's two heroes.

Celebrity Review: Bobby Hill

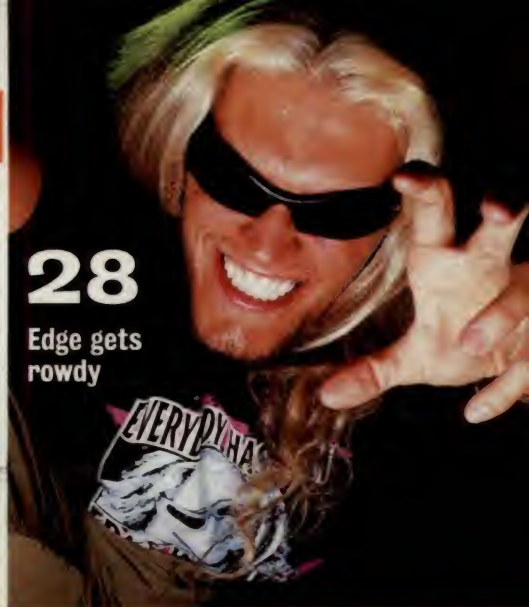
Kingpinned

94

Young Bobby Hill of Fox's *King of the Hill* tries his hand at *Brunswick Circuit Pro Bowling 2* and finds it infinitely more agreeable than the real thing. Hank Hill disapproves, but what's he gonna do? Nothing.

28

Edge gets rowdy



64

They don't make these zippers like they used to



94

Bobby Hill, human enigma



DEPARTMENTS AND THE OTHER STUFF

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60

A little game they call *Final Fantasy IX*, and the Hawk returns in *Tony Hawk 2*. Then we get in the octagon with *Ultimate Fighting Championship* and fire up Bruce Campbell's chainsaw in *Evil Dead*.

PLUS! *Planet of the Apes*, *Fur Fighters*, *Turok 3*, *Dave Mirra BMX*, and if you think that's all, you're crazy.

Reviews

86

Perfect Dark is in the building! And so is *Jedi Power Battles*, but that's not quite as exciting. Then *Galerians* gives us a headache *this big*.

PLUS! *MLB 2001* for the boys of summer out there, and *Excitebike 64* – as good as we hoped it would be.

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100

Protect Claire's neck with our full *Resident Evil: Code Veronica* walk-through and rule the ring in *Smackdown*.

Resident Evil: Code Veronica DC

100

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PLUS! More tips, secrets, and GameShark codes than times Elton John has caused us to contemplate suicide.

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Bring your old game systems back from the dead with our handy clip n' save guide. Behold, the SalsaStation!

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52

Stop the insanity and learn the facts about that menacing black box also known as the PlayStation 2.

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97

Similar to the U.S. Census, but with one major difference.

HARDWARE CORNER


116

We listen to headphones so you don't have to.

ROD FURLONG'S ORGAN DRIVE

118

Buy Mario a new set of ass implants! He really needs 'em!



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ABOUT TO BE CLONED.

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Game Prose



Get it? Game *prose*? Funny on so many levels, and true. Talk to us. We're here for you. Send all thoughts and personal manifestos to incite Video Gaming Magazine, 650 Townsend St., Suite #305, San Francisco, CA 94103 USA. Letters written in crayon automatically lose one point. If you do that email stuff, try ivgletters@incite.com.

Letter of the Month

To keep our mailman in peak physical condition, we're giving away a free game system (no import PS2s) to the writer of the best letter we receive each month. There are no rules, but the letter you see below is probably the most flattering missive that will ever win this accolade — it was the perfect excuse to print another photo of Ed in his trusty box, so we went with it. To recap: Don't ask us to send you a system. If you want to win one, your letter has to make us laugh, think, or cry, preferably all three in quick succession.

TRULY IRONICAL

While looking at the April Issue of *GamePro*, I noticed something truly ironic. In their annual *Lamepro* spoof, they made fun of *incite*. This was truly ironic because ya'll (I'm from the South) kick *GamePro*'s ass on so many levels. Your mag is cheaper, your reviews and previews are better, and the best part is that you connect video gaming to other things in life. While *GamePro* might just review a wrestling game, you review it and interview some of the top wrestlers. And you teach us valuable life lessons, like how to sneak into a nightclub in a box. Keep it up.

—Matt, via email



CHASING OSCAR Faith Hill creates a cleavage diversion while Ed "Intrepid" Lewis sneaks into the Oscars.

OKAY, JUST ONE MORE

Here's a letter I recently sent to *GamePro*. Keep up the good work.

—Shan Yates, via email

—Start of forwarded message—
Subject: April Issue
To: letters@gamepro.com
From: Shan Yates

Dear GamePros,
I have been a loyal reader since day one and I love the mag. But something in the April issue upset me. Why on Earth would you guys want to make fun of *incite* Video Gaming? Just because the first issue was only 99 cents, you take it as an opportunity to insult a very good publication. In my humble opinion, *incite* is just as good if not better than most mags out there, including yours. Are you guys just jealous that it comes in at a lower price, or is it the fact that they get some pretty big names to do reviews for them? I thought it was great that they had several of the WWF's top stars play *Wrestlemania 2000* and then give an analysis of the game. And it was pretty damn cool to hear what Ice-T had to say about *Code Veronica*. So please, take the high road for once, and don't insult another mag just because it's better than yours. By the way, you can save the whole "It was just an April Fool's joke" response. I don't want to hear it.
—End of forwarded message—

ANNOYED IN ILLINOIS

You call yourselves a gaming magazine and you probably don't even play the games. In your first Issue (December) you said, on page 74, "Tony Hawk grinds a rail before hitting the pool for some serious air." First of all, there is no pool on this level. Secondly, you guys could include more of this game's codes for PlayStation; you have all these freaking GameShark codes, knowing that not everybody who has a PlayStation has a GameShark. Get your stuff straight. I've still got 20 issues 'til my subscription is up so try to make them better.

—Daniel Kennedy, Decatur, IL

Jeez, chill out, Dan. About the caption, there's a puddle on that level, and one man's puddle is another man's pool. And we had tons of Tony Hawk codes in our January and February issues — go check 'em. You call yourself a video game magazine reader, and you probably don't even read the magazine. Nevertheless, here's the ultimate, unlock-everything Hawk code: Pause, then hold L1 and press Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle, and quit to the main menu. Now all levels, FMV sequences, tapes, and skaters will be available. Don't say we never did anything for ya.

THE MAN WHO KNEW TOO MUCH

You have an excellent magazine going here. Commendations to the staff! However, in your April issue, there was a mistake on page

21, in the news story "The Dreamcast Strikes Back." You noted that podracers could travel at speeds of up to 600mph. With the thrusters engaged, though, podracers can do 1,000mph! It is sort of odd that I know this, because I don't have an N64 and I'm not any kind of a *Star Wars* fanatic. I just thought you might like this helpful tip from an alert reader!

—B. Foster, Beverly, MA

Hate to break it to you, B., but you are a Star Wars fanatic.

STEP BACK, VERY SLOWLY

What's the deal with that sorry old *Track and Field 2000* — it looks like an early '90s *Track and Field* on old Nintendo. Put it this way: It sucks like hell. And another thing, what's the deal with Perfect 10's graphics?

[Editor's note: We think he means Perfect Dark.] It's just like *GoldenEye 007*. They should call it *Perfect 007*. One more thing, you should have a column about video game character jokes. Here's one to kick things off:

Q. Why does Lara call it the last revelation?

A. Because she's tired of men playing with her.

—Anonymous, Monroe, LA

Whoa. If it's all the same to you, we'd rather not have a column like that.

GAMES, WWF, AND CHICKS

Incite is the greatest. It's like you guys designed it just for me. You've got games, the WWF, and hot chicks all in one magazine. Simply genius. The best three things in the world. And best of all you don't BS your readers, and you don't treat us like third-graders either. Keep it up.

—Ryan Brandt, via email

Did you see The Truman Show? Turns out our magazine wasn't designed for guys like you, it was designed for you personally. Enjoy, Ryan Brandt.

DESPERATELY SEEKING SAMMO

In your April issue, you had an article on Sammo Hung. I'm a big fan of his and love the mag. I'd like to write him; do you have his address? I wish Sony would make a game of *Martial Law*, I think it would be great. On another subject, do you have any GameShark codes for *Ready 2 Rumble* for PS?

—Larry George, Newton, IL

Sure thing, Lar, check the new reader's request column on page 115 for your Ready 2 Rumble codes. Here's Sammo's mailing address:

Sammo Hung
c/o BWR
9100 Wilshire Blvd.
6th Floor, West Tower
Beverly Hills, CA 90212



MARTIAL GAMER An artist's impression of what a *Martial Law* game might look like.

EA WON'T PLAY BALL

I was just wondering if you think Electronic Arts is ever going to smarten up and make games for the Dreamcast. The more systems their games are on, the more money they make. Isn't that common sense? Please let us Dreamcast fans know if EA is going to support the system, because *Madden 2001* would sure make a nice addition to the DC sports lineup.

—Cody Andrus, via email

We can't speak for EA, but don't get your hopes up. The world's biggest third-party developer seems to be placing its bets firmly on the PlayStation 2 and Microsoft's upcoming X-Box. Hey, at least you've got Visual Concepts.

HOT CHICKS PART II

Hey, *incite*, first of all let me say that your mag is the best. I saw your April issue, and there was a hot chick right on the cover and I was like, "Whoa! A hot chick!" So of course I bought it, but I need to know, how do you meet hot sexy chicks like Jaime Bergman? Please print my letter, because I'm sure a lot of people would like to know how you guys meet those women, and can you tell Jaime that Kendall Francis said hi?

—Kendall Francis, via email



Photograph by Sean Murphy; bikini by Guess

HELLO, BOYS To meet women like Jaime, we recommend wearing leather pants at all times. And frequenting your local botanical gardens.

BIG-ASS GAMERS

I read your interview with Bree Turner (who is hot, by the way), and I am also a big fan of *Bust A Groove*. I then read the review of *Space Channel 5* for the Dreamcast; the fact that Michael Jackson appears in the game makes it worth looking into, for me anyway. I also do a lot of reading on *Dance Dance Revolution*, which is huge in Japan. I've never seen this game at any arcades I've been to and doubt it will make it over here. I heard that they will be releasing a PlayStation version soon, with a special mat that you can dance on. Is this true? Are all these dancing simulations some

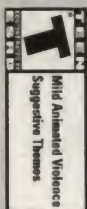
kind of new fad? Or are game makers trying to tell us gamers to get off our big asses and exercise?

—Junior, Reedley, CA

There are a few Dance Dance Revolution machines in U.S. arcades; check out www.bemani.konami.com for a partial list. Konami is thinking about releasing the PlayStation version over here, but hasn't made any firm decisions. If you've got a "chipped" PlayStation, though, you can always buy an imported copy. By the way, never tell a hot chick that you "do a lot of reading on Dance Dance Revolution." We always get shot down when we try that one. As for the big-ass question, that's an issue each of us needs to address on an individual level. Keep us posted.

Sega Dreamcast.
IT'S THINKING.

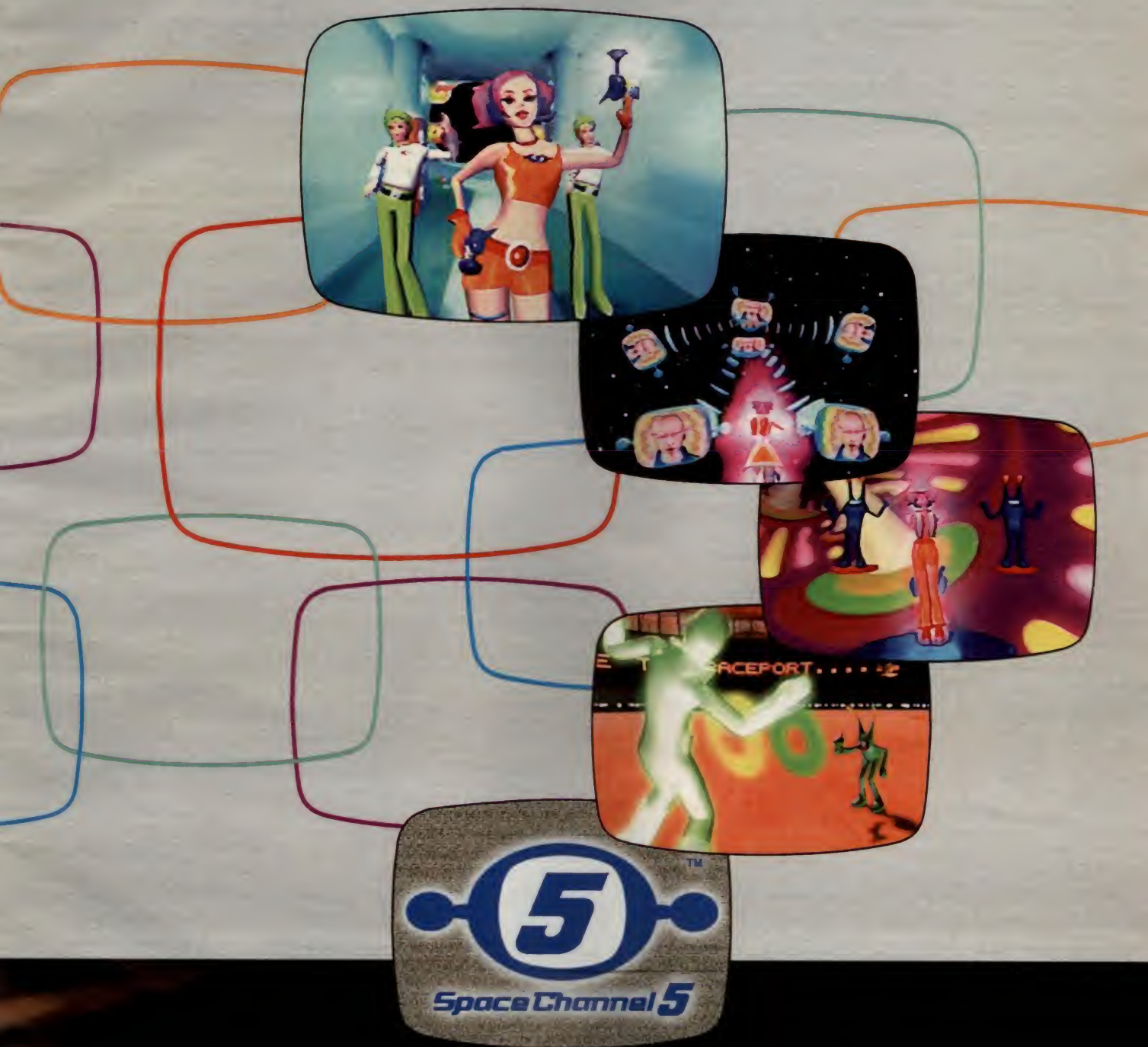
LIFE'S A DANCE PARTY.
THEN YOU DIE.*



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TITLE THEME SONG
AVAILABLE ON





You dance like a white guy. And now the universe depends on your sorry rhythm. Don't freak space cadet. Cosmic diva Ulala will show you some fly moves. Before long you'll be rump shakin'-it against an alien posse. But don't get too funky or they'll light you up like a Christmas tree. Visit spacechannel5.com

*No Morolems are actually harmed in this game. Their little souls are returned to the planet Morolia where they are recycled and go on to live happy, productive lives.

Buffy's HIGH-STAKES GAME



FANG YOU VERY MUCH In the new Fox game, Buffy serves up some hot stakes.

Fox Interactive skewers *Buffy the Vampire Slayer* license for multiple platforms

If you've got the bloodlust to take out some vampires – or just regular lust for Sarah Michelle Gellar, get ready for some gaming satisfaction. Fox Interactive recently announced its plans to publish a game based on the hit TV series *Buffy the Vampire Slayer* on the Dreamcast, PlayStation and PC.

In this third-person action/adventure game you'll step into the tall boots of Buffy Summers to kick some undead butt, with

a little help from her pals Angel, Xander, Cordelia, Willow, Oz and Giles. Fans are likely to recognize some of the show settings in the game, like Sunnydale High, the cemetery and The Bronze.

With all the martial arts battling, drama, humor and puzzles, the only thing missing for hardcore *Buffy* fans may be some steamy Willow lesbian action, but that game plotline remains to be seen. Look for the *Buffy* games to come out in the fall.

Photograph by Shooting Star



DUELING PEDROS In *World Series Baseball 2K1* you get your chance to top the real-life Pedro Martinez's pitching prowess.

World-Class

Sega signs Boston Red Sox Pedro Martinez for *World Series Baseball 2K1*

Despite massive delays and rumors that it wouldn't be called up until next season, Sega recently announced its plans to release *World Series Baseball 2K1* in midseason.

The first of its "2K1" sports lineup, *WSB 2K1* will feature Boston Red Sox pitcher Pedro Martinez on its cover. The

game is scheduled to take the mound in July in conjunction with the All-Star game in Atlanta.

While *WSB 2K1* players won't be able to take advantage of online gameplay, they may get treated to a double header of hardball action if Konami's *ESPN Baseball Tonight* comes out in June as planned.

Photograph by David Seeling/Allsport

Deathmatch Dreaming

Quake III Arena opens big multiplayer possibilities for the Dreamcast's network

After months of waiting, all online Sega Dreamcast users have gotten to play is *ChuChu Rocket*. Get ready to blow those cutesy mice mazes into oblivion.

Quake creator id Software is officially entering the console fray by bringing its deathmatch frag-fest, *Quake III Arena*, to the Dreamcast. Not only will this Dreamcast version feature DC-only levels, but it will also be playable online as was intended.

"In 2000, Sega's focus is on online games for Dreamcast, and we are pleased to be shipping a proven hit such as *Quake III Arena*," says Sega's Charles Bellfield.

Gathering of Developers is also jumping into the multiplayer console fray by announcing plans to port two PC titles, *KISS Psycho Circus* and *4X4 Evolution*, to Sega's next-generation console with full network gaming capabilities. Add in news that Sega

Sports' *NFL 2K1* and *NBA 2K1* will feature head-to-head action, and maybe the grim prediction for the Dreamcast in light of PlayStation 2 isn't so gray after all.



FRAGGING THE NIGHT AWAY Get ready for a little *Quake III Arena* deathmatch play via your Dreamcast.

Hot and Cold

Bringing out the thermometer and gauging the interest levels of the latest gaming news that shocked the world.

■ Z.O.E. and Jet Set Radio

Metal Gear Solid creator Hideo Kojima's new sci-fi action/adventure and this inline skating title are the hot talk at the Tokyo Game Show.



■ Dukes hits 500k

Video game sales wonder or sign of the apocalypse? We're not sure either, but those Duke Boys still draw a crowd. Must be the tight jeans.

■ MP3 for your VMU

At the Tokyo Game Show, Sega showed off a high-capacity DC VMU unit with headphones that lets you download and listen to MP3s.

■ Tetris for Dreamcast

From what we've seen, it's just *Tetris*. Somehow a cartoon monkey is involved. But if it goes online, this perennial fave is a sure hit.

■ Yahoo! piracy lawsuit

Nintendo, Sega, and EA filed a joint suit against Yahoo! for selling illegal and counterfeit games on its auction site. Look out, eBay; you're next!

■ Jackie Chan 2 rumor

A sequel to Midway's game may be in the works. We can't think of anything more painful. Maybe performing Jackie Chan's stunts.

212° F
BOILING

PIPING

TEPID

32° F
FREEZING



Got a fistful of Jacksons and need to off-load them quick? Check these best buys.

MAY 2000

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31					

DATES:

May 2 *Being John Malkovich* DVD
starring John Cusack **\$15**

May 23 Eminem,
The Marshall Mathers LP **\$14**

May 23 *Perfect Dark*
for Nintendo 64 **\$60**

May 24 One ticket to John Woo's
Mission: Impossible 2 **\$8**

May 31 In memoriam, *Mike Tyson's*
Punch Out for NES on e-Bay **\$3**

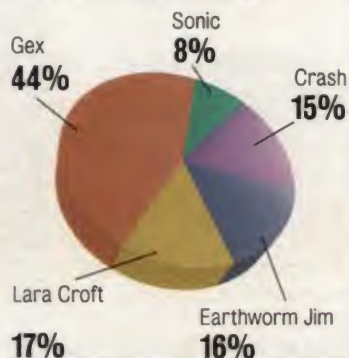
TOTAL \$100



BIG MAC In *Mike Tyson's Punch Out*, it was you and trainer Doc against the world.



What game character needs to go away?



Source: www.incitegames.com poll, March 2000
Visit our Web site and cast your vote online now!



HANDLING THE CURVES In Rockstar's *Mojo Rally*, some tracks will feature bigger curves than even the Fembots can offer.



Mister Mojo Drivin'

Rockstar Games gets groovy with its first Austin Powers game, *Mojo Rally*

The man who put the "grrr" in swinger is finally swinging onto the Dreamcast with Rockstar Games' recent announcement of the shagadelic cart racing title *Austin Powers: Mojo Rally*. It's scheduled for release in October; fans of the British secret agent who doesn't bite... hard can take the wheel of Austin's Shaguar or Mini-Me's scooter, and race around 15 courses varying in location from London to Las Vegas to the moon. Other film characters include Dr. Evil, Number Two, Mini-Me and Fat Bastard, all spouting

their trademark film phrases ("Get in my belly!"). Unfortunately, there is no news yet on whether Felicity Shagwell will make an appearance.

If multiplayer action makes you randy, split-screen four-player will be available, and weather effects like snow, rain and sun glare should keep competition tight. Best of all, racers will be treated to one of the grooviest soundtracks to hit the Dreamcast. So, even if your middle name isn't Danger, you can still enjoy ripping up the roadways in *Mojo Rally*.



■ The Rumor

The recently announced massively multiplayer online *Star Wars* game for PC will eventually become available to PlayStation 2 users.

■ We Say

While the official LucasArts word is that the tentatively titled *Star Wars Online* is for PC gamers only, this massively multiplayer RPG will likely go the way of Square Soft's PS 2 Play Online network, which will let *Final Fantasy* junkies get their head-to-head fix. Imagine taking your Chewbacca up against Darth Vader, all through your PS 2.



Hotter Than Hell

Gathering of Developers brings KISS to Dreamcast

Are you ready to rock...your Dreamcast? Gathering of Developers will definitely lend you a hand, since one of its first console titles ever will be *KISS Psycho Circus: The Nightmare Child*. It will be out on the Dreamcast later this summer, complete with online multiplayer gaming capabilities.

Based on Todd McFarlane's best-selling comic book line, *Psycho Circus* is the first action-shooter game for the Dreamcast; it will have you battling hideous freaks of nature spawned by the conception of an unborn evil, The Nightmare Child. You begin as a no-name band member, but eventually take on the role of each KISS character, and finally save the universe from doom.

"Gathering recognizes the growing consumer demand for incredible properties on next-generation console systems," says Harry Miller, president of The Gathering. "We know Tremor will translate the gameplay beautifully to the Sega Dreamcast to make it a hit on that system."

RANTING

NO-HOLDS-BARRED EDITORIAL SEETHING

No.7 SOMEBODY SAVE ME

Ed Lewis doesn't know precisely what happens in the afterlife, but he's sure it isn't a two-minute reload.

There's a dangerous idea that is currently held in high regard among programmers all across our fine nation. Somehow, game designers have the idea that we enjoy the sensation of dying. Just why, oh why, do they make us suffer through long death scenes and reloads every single time we take one wrong step?

I'm not gonna name names here, but I'll let you in on one recent example. Your character walks into a room, and there's a puzzle on the floor. Walk the righteous path and you're safe. Mess up and you're booted back to the main menu via a cute death sequence. To get back you have to reload a saved game, wait, chew some gum, wait, take a leak, wait, and then you're finally back in the game, ready to try again.

So you're thinking, "What's the big deal," right? It's always been that way. But what if the programmers were on our side? What if the game quick-saved when you entered the room of death? Then if you died, the game just put you back a few feet and let you try again. They know you want to go back to a few seconds in the past, so they should make it a much easier and less time-intensive process. It's time for us to reject this death culture that surrounds us and get on with our gaming lives. *Viva la revolucion!*

Acclaim Strikes Thrice on PS 2

Baseball and dueling Ferraris spark new entertainment lineup

Promising to capitalize on the technological power of the PlayStation 2, Acclaim has officially announced development plans for its first three games to be released on Sony's upcoming supermachine. The most anticipated of the triad will most certainly be the continuation of its best-selling baseball series, *All-Star Baseball 2002*. And, according to Acclaim, "there are more polygons in each player's head than the number used to create an entire stadium in Acclaim's previous Nintendo 64 games." Damn!

The other two titles are both based around the fast-paced world of Ferrari racing. One will center around the Ferrari Grand Prix and will feature the real drivers of Ferrari's

Formula 1 racing team. The third game is still mostly being kept under wraps, but Acclaim has hinted it will involve driving the new Ferrari 360 Challenge.



MELLOW YELLOW Ferrari drivers are required to wear mirrored shades. PlayStation 2 drivers are not.

Illustration by Fred Harper





SPACE MADNESS
Young rebel Cale
stars in Fox's
summer animated
blockbuster and a
new PS adventure.

Cash of the Titans

Fox's summer animated feature, *Titan A.E.*, sets a course for PlayStation

While Twentieth Century Fox has said it's nixing its animation unit after the release of this summer's sci-fi animated *Titan A.E.*, that announcement won't stop Fox Interactive from coming out with a video game based on the film franchise.

The film *Titan A.E.* is set 15 years after Earth has been destroyed, and humans are now refugees, struggling to survive in a hostile galaxy. Rebellious teen Cale (voiced by Matt Damon)

learns his father's ring contains a map to a legendary spacecraft, the *Titan*, which holds the secret to saving the human race. A beautiful pilot named Akima (Drew Barrymore) and Captain Joe Korso (Bill Pullman) join Cale on a journey to find the *Titan* while the evil Drej are hot on their trail.

Titan A.E. for PlayStation will include both a third-person action/adventure and flying game, and should be released in the fall. The film will be in theaters June 16.



Photography by Shooting Star

YOUR CAPTION GOES HERE

Captioned humor for today's gaming greatest hits

CAPTIONING THE MOMENT

Take a quick look at the screenshot to the right. Notice anything, say, amusing about it? Think there's an opportunity to send in a humorous caption and win a free copy of *Fear Effect*? Of course there is. Winners will be notified by telephone or email and will be named in Issue 9.

Email your best caption to:
ivgcaption@incite.com.

Or mail it to us at:
CaptionGoesHere, incite Video Gaming, 650
Townsend, Suite 305, San Francisco, CA 94103.

This month's pic: *Fear Effect*



APRIL ISSUE 5 - WINNING ENTRY

"I think when
The Rock said
stick that son of
a bitch straight
up my candy ass,
he was joking"
—David Lukrich,
Santa Clara, CA



CAPTION RUNNERS-UP

"Come on, Kane. Let's get fruity in the booty like old
times." —Delbert Minor, Omaha, NE

"X-Pac cannot help but get excited when the light
hits Kane's ass a certain way." —Rudy Moreno, Odem, TX



Photography by Paramount Pictures

You're a Mean One, Mr. Grinch

Konami and Universal bring *The Grinch* to multiple platforms

What does Konami want for Christmas this year? How about a hot video game tie-in with Universal Pictures' live-action *How the Grinch Stole Christmas*.

According to a source with the third-party developer currently working on the game, Konami is planning to release a game version of the Jim Carrey vehicle on PlayStation, PS 2 and Game Boy in conjunction with the film's release

in November. A Game Boy Advance version is also in the works for release next year.

While gameplay details are sketchy, *Grinch* is rumored to be a 3D action/adventure starring the surly holiday character and his dog, Max, jetting around Who-ville in his giant sled. Story elements will come from both the classic Dr. Seuss children's book and cartoon as well as the upcoming film.

Everybody Knows This Is Nintendo

New Neil Young album features Game Boy Camera photo

Mario may have been a plumber, but it seems he may have a second career as a professional photographer. Well, for Neil Young, anyway.

According to Young's art director, Gary Burden, the cover to the rocker's new acoustic album, *Silver & Gold*, features an image shot with a Game Boy Camera by Young's 16-year-old daughter, Amber. "She was shooting a picture of him," says Burden, "and it just happened to

be good enough to be on the album."

The image recalls another Young album, *Everybody Knows This Is Nowhere*. "It's not as pixilated as the Game Boy image is, but it is broken up much the same way." Besides *Silver & Gold*, Young has just released a new concert video of the same name.



CAMPAIGN ROADSHOW

The media of print and television are scrutinized for inventive, humorous, or off-the-wall advertisements, as voted by the readers of this magazine.

TOP 3 TELEVISION COMMERCIALS OF MARCH

1 SONY SYPHON FILTER 2

Ever feel sorry for the bad guys in video games? After watching this ad for Sony's *Syphon Filter 2*, you too may start using that "humane" taser more often. Please, Logan, don't hurt 'em.



2 THQ WWF SMACKDOWN

THQ's new hilarious ad takes us inside The Rock's Smackdown Hotel, complete with trash-talking doormen, smart-ass front-desk clerks, and Edge taking out waiters poolside.



3 SONY HOT SHOTS GOLF 2

In the heat of a winning moment, who needs undies? In the new Hot Shots Golf 2 ads, Sony explores the joys of gaming al fresco. Thankfully, they blurred out this guy's naughty bits.



TOP 3 PRINT ADVERTISEMENTS OF MARCH

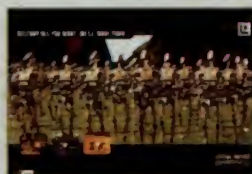
ACCLAIM FUR FIGHTERS

Acclaim gives us a real-life look at the state of a teddy bear after the Fur Fighters have gotten to him. Following the 3DO debacle, it had better hope the Snuggle folks don't sue.



LUCASARTS JEDI POWER BATTLES

Taking its cue from old Doritos ads, LucasArts shows the droid-smashing fun just doesn't end in the new *Jedi Power Battles*. But is it also a hint about its *Episode 1* videos?



NINTENDO PERFECT DARK

With all the positive hype around this new Nintendo action/adventure spy game and a tough-ass chick like Joanna Dark in the starring role, who needs ads?



Source: Reader voting. Vote online at www.incitegames.com, or send your votes to incite@video-gaming.com, 650 Townsend St., Suite 305, San Francisco, CA 94103 USA

incite US TOP 25

In association with The NPD Group, here are the Top 25 best-selling console games for the first two weeks of March, as well as the single-format console Top 10 charts

Pokémon Stadium

① Best-Selling Game

1 **N** Nintendo 64
How can a cute game be so damn popular? Actually, the real question is: Where did all of those 10-year-olds get 60 bucks? They must've hawked their Furbys, Cabbage Patch Dolls, and Tickle Me Elmos. Pikachu, you're next.



2 **N** WWF Smackdown
THQ / PlayStation
If The Rock really has "millions and millions" of fans, why's his game No. 2?



3 **N** Mario Party 2
Nintendo / Nintendo 64
Interesting that a system everyone thinks is dead has two of the top three games.



4 **N** Gran Turismo 2
Sony / PlayStation
Can't keep a good driver down. Oh, wait, it's down one spot from last month.



5 **N** Crazy Taxi
Sega / Dreamcast
You've got to love a game where a priest calls you "one hell of a driver."



6 **N** Tony Hawk's Pro Skater
Activision / PlayStation
The greatest skateboarding game ever... or at least until the sequel comes out.



7 **N** WWF Wrestlemania 2000
THQ / Nintendo 64
Two WWF games in the top seven. The Rock really has millions of fans after all.



8 **N** Dukes of Hazzard
Southpeak / PlayStation
If you got arrested every time something went wrong in your town, wouldn't you move?



9 **N** Fear Effect
Eidos / PlayStation
Shower scene with a dripping-wet, naked woman... back that ass up.



10 **N** Donkey Kong 64
Nintendo / Nintendo 64
New ape adventure, same old apes. Huge game makes hours feel like minutes.



11 **N** 9 Spyro the Dragon
Sony / PlayStation
Original dragon adventure is one of the most colorful titles on any system. Note to bachelors: Chicks dig purple fire breathers.

12 **N** 16 Sled Storm
EA / PlayStation
Proof positive that there are more rednecks than anyone could've imagined. Can't wait for Deer Hunter to hit the PlayStation.

13 **N** 23 Need for Speed: High Stakes
EA / PlayStation
Driving recklessly through the streets without fear of rising insurance costs never gets old. Especially when the game's only \$20.

14 **N** 7 Gran Turismo
Sony / PlayStation
If you're still having trouble passing your first driver's test, maybe you should find another game. For everyone else: Burn rubber, baby!

15 **N** 18 Namco Museum, Vol. 3
Namco / PlayStation
Check out those 2600 graphics on the PlayStation. Makes you kinda glad you updated, doesn't it? Ms. Pacman is still a blast.

16 **N** Carrier
Jaleco / Dreamcast
Where the hell did this game come from? The biggest surprise on the list. Dreamcast owners are dying for any decent game to hit stores.

17 **R** Tetris Plus
Jaleco / PlayStation
This must be the first time in years that Jaleco has two games in the Top 20. Hail the unstoppable power of Tetris.

18 **R** Army Men Sarge's Heroes
3DO / PlayStation
Used to blow up our little green men with firecrackers, run to the store, and buy some more. Now we blow them up on screen.

19 **N** 4 NHL 2K
Sega / Dreamcast
Dropping faster than the Penguins without Jagr. This Sega hockey game looks great. Too bad the depth isn't there to match.

20 **N** 13 Super Smash Bros.
Nintendo / Nintendo 64
Nintendo's four-player battle royale is a hoot, especially when you see lovable Mario fighting for his life against brother Luigi.

21 **R** Super Mario 64
Nintendo / Nintendo 64
The most loved plumber of all time returns to the charts. Our question: After all this time, who doesn't own this game by now?

22 **R** NBA 2K
Sega / Dreamcast
NBA basketball has never looked better. Now, if there was only some way to mic the cybercoaches on the sidelines.

23 **R** NFL 2K
Sega / Dreamcast
Football season is long gone, but pigskin fanatics continue to flock to Sega's electrifying game. Some fools think the sequel will be NFL 3K.

24 **R** Mario Kart 64
Nintendo / Nintendo 64
Classic Nintendo character kart racing. So many games have tried to copy its style, but no racer can equal its superior gameplay.

25 **N** 21 Legacy of Kain: Soul Reaver
Eidos / Dreamcast
Beautiful, bloody vampire story will have you on the edge of your seat. Steal souls to survive. Beat villagers down for the hell of it.

CHART LEGEND

Position this month
Position last month
Movement
New
Reentry
Moving up
Same position
Moving down

NPD

The detailed chart information on this page is provided by The NPD Group (NPD TRSTS Interactive Entertainment Service).

Nintendo 64 TOP 10

- 1 **N** Pokémon Stadium • Nintendo
- 2 **N** Mario Party 2 • Nintendo
- 3 **N** WWF Wrestlemania 2000 • THQ
- 4 **N** Donkey Kong 64 • Nintendo
- 5 **N** Super Smash Bros. • Nintendo
- 6 **N** Super Mario 64 • Nintendo
- 7 **N** Mario Kart 64 • Nintendo
- 8 **N** Namco Museum 64 • Namco
- 9 **N** Pokémon Snap • Nintendo
- 10 **N** GoldenEye 007 • Nintendo

Mario's second Party is a rager but couldn't draw quite enough folks to beat Pokémon.

PlayStation TOP 10

- 1 **N** WWF Smackdown • THQ
- 2 **N** Gran Turismo 2 • Sony
- 3 **N** Tony Hawk's Skater • Activision
- 4 **N** Dukes of Hazzard • Southpeak
- 5 **N** Fear Effect • Eidos
- 6 **N** Spyro the Dragon • Sony
- 7 **N** Sled Storm • EA
- 8 **N** NFS: High Stakes • EA
- 9 **N** Gran Turismo • Sony
- 10 **N** Namco Museum, Vol. 3 • Namco

The WWF shows once again why it's the unstoppable force in sports entertainment.

Dreamcast TOP 10

- 1 **N** Crazy Taxi • Sega
- 2 **N** Carrier • Jaleco
- 3 **N** NHL 2K • Sega
- 4 **N** NBA 2K • Sega
- 5 **N** NFL 2K • Sega
- 6 **N** Legacy of Kain • Eidos
- 7 **N** ECW: Hardcore • Acclaim
- 8 **N** Sonic Adventure • Sega
- 9 **N** ChuChu Rocket • Sega
- 10 **N** Zombie Revenge • Sega

You just can't beat a game about a cab ride where you don't have to smell the driver.

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No Poseur

When not being a supermodel in *Sports Illustrated*, **Audrey Quock** likes to be a supercop in *Time Crisis*. Paul Semel strikes a pose.

You'd think a fashion model like Audrey Quock would be too busy having her picture taken and being fabulous to ever have time for video games. But then, Audrey Quock isn't your typical model. Though she's done layouts for *Cosmopolitan* and *Allure*, as well as two straight *Sports Illustrated* swimsuit issues, Audrey says she makes time for video games, especially if she gets to shoot things. "I don't think a lot of girls are into games," she says, calling in from her apartment, which is not only located in New York City's Chinatown district, but also above an arcade. "Of all the *Sports Illustrated* models, I've never talked about games with them." Then again, she says, "most of them are really girly, but I'm not. I like to hang out with guys more than girls."



GUNS BLAZIN' Audrey likes to shoot from the hip in gun games like *Time Crisis*.

So, tell me about the arcade that's downstairs from your apartment.

Well, it's actually really small, but it's been here since I was a kid. I lived here when I was 10, and then my parents moved us out to Long Island, but I moved back here. So I've been going to that arcade since I was six.

How often do you go nowadays?

All the time. My boyfriend and I will walk by, and I'll be like, "Let's go in for 10 minutes." And it's awesome because now we go in and spend 20 bucks and it's like nothing, but when I was younger it was like, "Damn, there goes five bucks."

What games do you play?

I play *Mr. Do*, which I just love. It's a really old game, but it's still cool. The guy goes under apples, and the apples crush him, but you have to get the apples – it's actually really hard.

Do people in your neighborhood ever think it's weird that a *Sports Illustrated* model is playing video games?

Well, most of the people around here don't read fashion magazines, and they don't watch TV. A lot of them are immigrants and can't even speak English. But I love that, though, it's like I'm in a different world. Plus, I can go downstairs looking disgusting and it doesn't even matter.

One of your hobbies is snowboarding. Do you play any snowboarding games?

I have *Cool Boarders 3*, but I really can't get into it. It's too hard to control; it's way too slippery. It's kind of like when you play a racing game. You really don't have that much control.

Do you ever play video games during photo shoots?

I used to be a *Tetris* fanatic. There was a year where I played it nonstop, so I used to bring it everywhere. I'd even see it in my sleep. But now when I go away I bring my portable DVD player, even though the batteries always run out.

As a model, you constantly have people looking at your body, and thus judging it.

What do you think of the bodies of female characters in video games?

They look like Barbie Dolls; they have tiny, tiny waists. But it's a fantasy, and you have to look at it like that and not take it too seriously.

You also studied fashion at the Fashion Institute of Technology. What do you think of the clothes female characters in video games wear?

There's an Asian woman in *Time Crisis* that looks kind of cool. She's wearing a Chinese outfit; I like that. But that's the only one I can think of. Usually the women in video games are scantily clad, though there's nothing wrong with that – it makes things more interesting.

Are you a big *Time Crisis* fan?

Yeah, big time. I used to play it in the arcades, so when I saw it at the Sony store I was like, "Oh, I've got to have it."

Ever shoot a real gun?

Yeah, I just went to the L.A. Gun Club. It was awesome. We shot a shotgun, an M-16. . . .


How did it compare to *Time Crisis*?

It is so much harder to shoot a real gun. The gun moves – it cocks back – so you have less control and you have to be really strong and hold it. When you're playing the video game, you're standing 2 feet away from the TV, and the gun doesn't move. But it does give you some practice.

When you play video games with your boyfriend, do you ever wear anything low cut to throw him off?

Oh, please. We've been going out for four years – he's over it!

Some video game companies are starting to use real people as the models for their games. If you modeled for a game, what kind of game would it be?

I'd want it to be a shooting game like *Time Crisis*. But I'd want to be a supersexy villain, a bad girl. That would be fun. 

GAMER CREDENTIALS

Years as a gamer: 19



Where you've seen her:

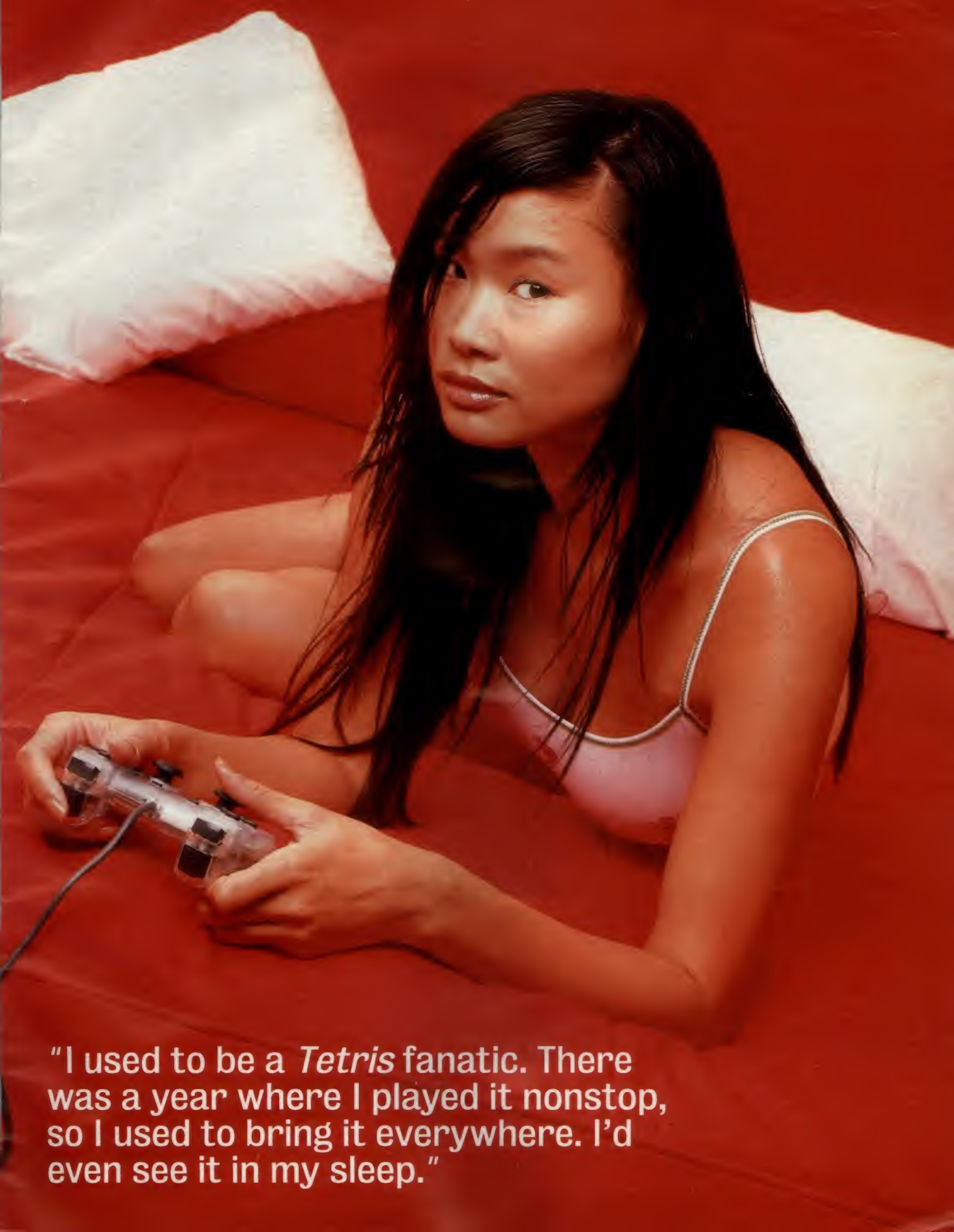
Sports Illustrated's swimsuit issue in 1999 and 2000; music videos for Julio Iglesias and Heavy D, ads for DKNY and Banana Republic, the movie *Celebrity*

Where you'll see her next:

Autumn in New York, with Richard Gere and Winona Ryder

Favorite games: Shooters

Least favorite games: Boxing



"I used to be a *Tetris* fanatic. There was a year where I played it nonstop, so I used to bring it everywhere. I'd even see it in my sleep."



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OVER THE EDGE

When it comes to overall ring ability and championship potential, not many can match the WWF's Edge. Will his ring skills translate into video game skills? He seems to think so as he challenges game guru D'Lo Brown. Jon Robinson sits ringside.

Your character has been portrayed in a few video games. How do you think he has looked?

For the most part, I think my character has looked pretty realistic. A lot of the games though, there's little difference between Chris Jericho, Christian, Triple H, me, and Test, but the one I found that really does it well is *WWF Wrestlemania 2000*. They have the goatee, the necklace, the boots – all of the details, right down to the littlest thing.

What's the most difficult characteristic of Edge to stick into a video game?

Wow, *Wrestlemania 2000* captured everything pretty well with its fluidity. And that's what's tough to capture in a game: not the character of Edge, but the fluid movement of a wrestling match. You've got guys like

myself and X-Pac and Jeff Hardy, and we're running and flipping around the ring so fast that it's difficult to capture that intensity, but they're getting closer every year.

Do you play WWF games only as yourself?

No, actually, I feel weird picking myself in the game. I'd rather play as someone else. It's cool to see a video game version of my character, but I almost feel egotistical picking myself. But, invariably, I do end up back as myself. Actually, I like to play as myself when I play against Val [Venis] because I kick his ass all over the place – he really sucks. We always play cage matches, but he still doesn't know how to exit the cage, so I just beat him down real bad. It's a lot of fun.

Since you're most known for your

ladder matches, would you like to see that match type in future wrestling games?

Ladder matches in the next *Wrestlemania* game would be really cool. Up until this point, that's probably our [Edge and Christian's] most high-profile match. That's the match that most fans comment about when they come up and talk to me, so, yeah, to be able to relive that in a video game, and maybe add some tables, would just be fantastic... and a lot less painful.

If you could create any wrestler from the past to fight as in a game, who would you create?

I love that one game, *Knockout Kings 2000*, because you can take old-timers like Rocky Marciano and have them fight current boxers like Lennox Lewis, which is cool. So to match that in a wrestling game, I'd

probably try and create someone like Tarzan "The Boot" Tyler. Someone who you'd have to really know your wrestling history to appreciate. Maybe I'd create Al Snow when he first broke into the business – he wore tie-dye tights and was just horrible. Actually, he still is. [Laughs.] A little shot at Al but I had to. Somebody's got to take over for Mick [Foley]. So I'd just take someone that no one's ever heard of and turn him into this insane monster. Maybe someone like Sweet Daddy Freakout. That was Christian's character in high school. I'd take Sweet Daddy Freakout, make him wear pastel pink, maybe add some fur.

When did you know you wanted to be a wrestler?

Actually, the first time I saw wrestling, I decided that that's



Edge Profile

Five quick answers to five quick questions

Favorite match: When I beat Jeff Jarrett for the Intercontinental title in front of all my family and friends in Toronto.

Favorite opponent: The Hardy Boys. When it comes to having fun and meshing styles, the Hardys mix well with myself and Christian. I also enjoy fighting guys like X-Pac, Kane, Jericho, and D'Lo.

Singles in future: Christian and I are one of the best teams in the world and I honestly believe that, but sometimes change is necessary so you don't get stale.

Why do the ladies scream for you?

I think everyone's really hard on their own looks, and I'm no different. I don't understand all the fuss. My girlfriend says she understands it, though. I think if you cut off my hair, all of those shrieks would die away real quick.

Would you ever wrestle a Hair vs. Hair match?

Yikes, not right now. [Laughs.] I need to ride this wagon while it lasts, while the mule is still there. I'm sure there's going to come a day when I won't want all of these weeds coming off my head, so if I can get an extra payday out of it now, why not?

what I wanted to do. Growing up, it was KISS and wrestling – they were real-life superheroes. Yeah, I was nine years old when I started saying this, but when I was 17 and still saying it, and started receiving my training, I think that's when everyone realized that I was serious.

How did your family feel about your career decision?

My mom was cool from day one. When you're a nine-year-old kid and you're telling your parents you want to be a wrestler, they're like, "Okay, great." But when you're 17 and in grade 12 in high school and beginning training, she was still totally supportive.

She was always behind me 100 percent. It was a big help. Now, from wrestling, you're moving into acting. Is it true you're in the new *Highlander* film?

Yeah, I'm going to be in the next *Highlander*. It was a lot more work than I thought. A lot of people take for granted what we do, thinking it looks easy, and I have to admit, I used to take what actors do for granted, but believe me, it's hard work. It was occasionally a bit monotonous and tedious, but it was fun, and I'd do it again in a heartbeat. I'd love to be in *The Crow 4*, or the sequel to *Blade*, or even the next *Matrix*. I can see myself

maybe pulling that off. So if any casting directors are reading this, give me a call. You also appear in the *WWF Smackdown* commercial.

Real briefly. If you watch closely you'll notice I'm wearing my socks. I got there and they said, "You're going in the pool," and I told them that I couldn't get my wrestling boots wet because I needed to wrestle in them the next day. So I wore my socks, and if you look real closely, you can see me without my boots. I think the take they used was also my third take, so I was already soaked by the time they got it on film.

Speaking of *Smackdown* and *WWF* gaming, D'Lo Brown claims to be the best video game player in the *WWF*. We've set up a battle between the two of you next month for D'Lo's video game title. Do you have what it takes to beat him?

I'm up for it. D'Lo puts himself over like he's this huge game icon, but I'd like to dispute that fact. I think there are a lot of guys around here like myself... well, Val sucks, but Stevie Richards can play any game known to man – he's insane. But, yeah, I'll take D'Lo on, and I'll whip his ass here next month in this very magazine. I won't pull any punches, damn it! The gloves are off, and me and D'Lo are getting it on, Daddy-O.

D'Lo Brown responds to Edge's challenge

Edge, right here, right now, bring it on. So you want to bring your baby face ass into my world? You want to bring your ass into *incite* magazine and challenge me? You better recognize just who the hell you're talking to! D'Lo Brown is the master in the ring and of the video game industry. I don't care what game it is. Bring your little blind behind to me, and I'll slap you so hard your momma won't recognize you! Recognize that, punk!



Photography by Rajat Ghosh

WWF RANT



World Wrestling Federation

Check out the WWF and its superstars when they slam their way to a town near you. Here's their insane schedule for the month of May.

Date	Location	Tickets
5/1	Baltimore, MD	410-481-7328
5/2	Richmond, VA	804-262-8100
5/6	London, England	Sold Out
5/8	Uniondale, NY	516-888-1000
5/9	New Haven, CT	203-624-0033
5/13	Cincinnati, OH	513-562-4949
5/14	Columbus, OH	216-431-3600
5/15	Cleveland, OH	216-241-5555
5/16	Detroit, MI	248-645-6666
5/17	East Lansing, MI	517-432-5000
5/21	Louisville, KY	502-361-3100
5/22	Indianapolis, IN	317-239-5151
5/23	Evansville, IN	812-423-7222
5/27	Calgary, ALB	403-777-0000
5/28	Edmonton, ALB	780-451-8000
5/29	Vancouver, BC	604-280-4400
5/30	Tacoma, WA	206-628-0888

Win an autographed picture of Edge:

Who did Edge wrestle in his first WWF televised match, and what was the outcome?

The first person to answer correctly will win an autographed picture from Edge. Send answers to wwf@incite.com.

Last Month's Winner!

The winner of the D'Lo Brown trivia contest was: **Ken Wallace of Athens, GA**

He answered the following question correctly: **Who were the original members of the Nation of Domination?**

Answer: Faarooq, Crush, Savio Vega, PG-13 (white rappers JC Ice and Wolfie D), Clarence Mason (lawyer), D'Lo Brown (bodyguard)

For more on Edge and the WWF, check out www.wwf.com

Next Month

Edge battles D'Lo Brown

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"IF YOU WANT THE MOST REALISM, I WOULD SAY THAT
EA SPORTS SHOULD ADD SOME HEAD GUARDS THAT YOU
CAN PUT ON WHILE YOU PLAY THE GAME; THAT WAY YOU
CAN ACTUALLY FEEL THE PUNCHES AS THEY LAND."

ROUND ROUND KNOCKOUT

ROUND ONE: *Knockout Kings* debuts in 1998 and becomes the best-selling boxing game of all time. **ROUND TWO:** *Knockout Kings 2000* improves upon the series' graphics and gameplay to become a fight-night favorite. **ROUND THREE:** *Knockout Kings 2001* prepares to launch on the PlayStation 2 with the most lifelike polygonal boxers ever seen. The time to talk trash is over. It's time to talk dominance.

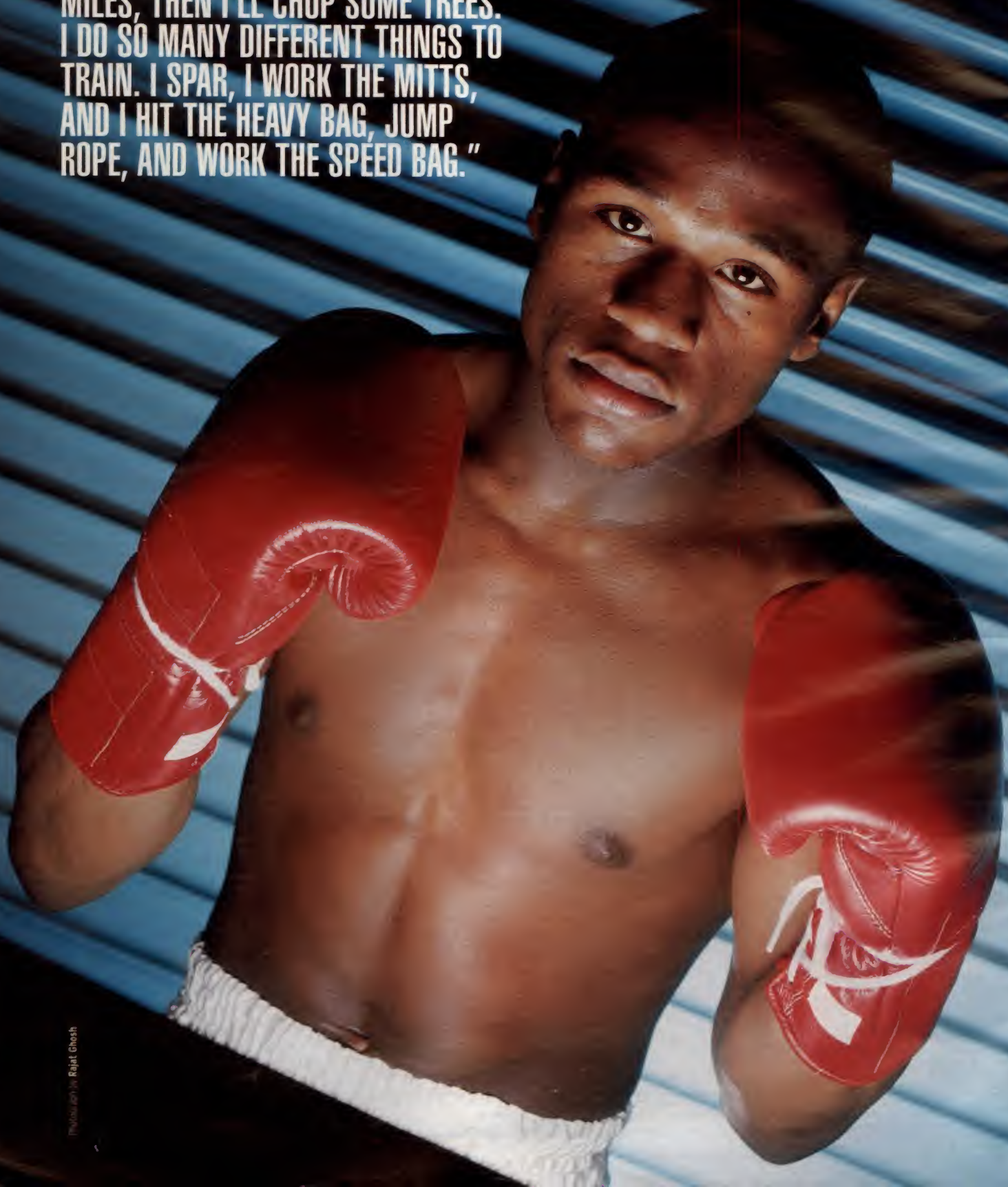
STORY BY **JON ROBINSON**

Have you ever wanted to be someone else? Ever wished you could step into the ring for one round and strut your slugging stuff against one of boxing's biggest champs or most notorious chumps? Ever wished you could look like Oscar De La Hoya or punch like Sugar Shane Mosley? Perhaps your dream is to dance around the ring "so pretty" that people actually think *you* "float like a butterfly and sting like a bee." Or maybe, just maybe, you wished an interactive deception would come along whose sensations stuck so authentic, you felt like you were powering the action of a live Pay-Per-View. With the ascendance of the PlayStation 2, you'll be closer to

your imagination than ever before. And the first game to deliver this experience, this deception into reality, is the imminent "Greatest of All-Time," *Knockout Kings 2001* from EA Sports.

What makes EA's *Knockout* so different from past boxing titles, or even separates it from amazingly realistic sports games like *NFL 2K*? How about graphics so intense, so inspired, and soon to be so influential that they not only shock this reporter, they actually shock the minds at EA Sports? We're talking cutting-edge models that will help drive sales of Sony's system possibly like no other game for the U.S. market. One of those EA Sports team members left dazed and dumbfounded

"I WAKE UP AROUND 8 A.M., RUN 5 MILES, THEN I'LL CHOP SOME TREES. I DO SO MANY DIFFERENT THINGS TO TRAIN. I SPAR, I WORK THE MITTS, AND I HIT THE HEAVY BAG, JUMP ROPE, AND WORK THE SPEED BAG."





by his company's creation is Senior Vice President of EA Sports Michael Pole. "Football games, baseball games, yeah, you can see their faces and what players look like, but when I first saw our boxers in *Knockout Kings*, my jaw dropped. I was like, 'You've got to be kidding me... that's Lennox Lewis!' It's the heavyweight champ, living in 3D.

"The technology will allow us to showcase things that I don't think the folks at Sony even have any idea about yet," enthuses Pole. "The imagery is real. Each boxer's image is exactly what you'll be playing, and it just brings the level of gameplay up to levels that nobody has ever seen before. You are genuinely going to believe that you're Lennox Lewis or Floyd Mayweather or Muhammad Ali, and I think that's what the PlayStation 2 has afforded us."

Just to give you a taste of the level of the PS 2 graphics, think back to the boxers of *Knockout Kings 2000* for the PlayStation. Sure, they looked realistic enough for their time, but each character consisted of only about 1,000 polygons. Now, when you look at *Knockout Kings 2001* for the PS 2, you're witnessing characters comprised of more than 10,000 polygons each. That's 10 times the difference! Makes you want a PS 2, doesn't it? High polygon counts are nice, you say, but how does EA Sports make its models so lifelike? The answer is simple: It went Hollywood.



DARE TO COMPARE

FACETOFACE

The transformation of "Pretty" Boy Floyd from real life champ to video game contender.

A special cyberscan laser was used on the head of Floyd Mayweather Jr. to help create a polygonal fighter that appears eerily realistic.

No, that doesn't mean everyone at EA Sports and developer Black Ops ran out and received breast implants. They've simply tapped into an area of true-to-life animations and special effects that until now have only been reserved for movies and television. Using the special effects studio Cyber FX (the same studio responsible for digitizing computer models of Jim Carrey and Tom Hanks for



THE SWEET SCIENCE Floyd Mayweather Jr. needs to utilize his speed if he wants to keep the heavyweight champ from knocking him into next week.

FLOYD MAYWEATHER JR.

3 ROUNDS WITH FLOYD MAYWEATHER JR.

WBC WORLD SUPER FEATHERWEIGHT CHAMPION

23-0, 17 KNOCKOUTS

Where did you get the nickname "Pretty Boy"?

I got the name from some amateur friends of mine because they say I never get hit, and whenever I come back from the ring I look as pretty as a girl. I didn't get the name from my looks; it's just that I never get hit.

What's your average training routine like when you're getting ready for a fight?

I wake up around 8 a.m., run 5 miles, then I'll chop some trees. I do so many different things to train. I spar, I work the mitts, and I hit the heavy bag, jump rope, and work the speed bag. There are just so many different exercises I go through every day. I also work with the medicine ball. I do a lot of push-ups and pull-ups... I work hard. Right now I'm working to fight Prince Naseem one of these days. He's ducking and dodging me right now. He's a little chump.

Was there ever a moment in the ring when you were trying to be serious, but something happened to make you laugh?

The funniest thing that ever happened to me during a fight was the time I came back to my corner after the round and went to sit down on the stool, but the stool wasn't there and I fell. I was so embarrassed.



RING KING See Lennox laugh. See Lennox cry. See Lennox punch Floyd in the eye.

recent films), Electronic Arts brought in boxers like Lennox Lewis and Sugar Shane Mosley to be cyberscanned, a high-cost procedure that uses lasers to capture every detail in a person's body then transfer the data into a perfectly cloned computer model. According to *Knockout Kings* Executive Producer David De Martini, these models will set their game apart. "The cyberscan technology enables us to create an element of realism that will be unmatched by anyone in the industry on any platform, on any game." De Martini enthusiastically continues, "This product is on the edge when it comes to technology. Nothing can beat getting the exact musculature of the athletes in the game. When you see Lennox Lewis throw a punch, you'll see his exact muscles

bulge; you'll see every hair on his chest. It's a sense of realism that will immerse you into the game to a degree that you might not even realize that it's a game."

Not only will you see every muscle, tattoo, bruise, and chest hair for each fighter, but boxers will also make facial expressions during fights, taunting their opponents with a flashy smile or cringing in pain after getting laced with leather as blood trickles down their cheeks. And it's in details like these that EA Sports envisions pugilist perfection. As Michael Pole discussed his game with us, he communicated how the imagery EA is trying to capture goes beyond 10,000 polygons; it wants to dig into your consciousness. "We're not just after flash-in-the-pan allusions; we're talking real subtle imagery," explains Pole. "Think *Raging Bull* when the slow motion was going on. We might not get our game exactly like that, but those are some of the things we have in our head. Somebody gets close in on Lennox Lewis, and Lennox drops the guy with a right hook. What happens as that punch makes contact? The player wants to see particle effects flying, they want to see sweat streaming, the distortion of the face, boogers coming out of your nose. Those are the kinds of things we're going after."

But beyond visual style and presentation, *Knockout Kings 2001* is still a game, and while bashed-in faces, blood, and boogers might jolt your attention, it's



LIGHTS OUT Using his long reach to his advantage, Lennox Lewis tries to pop the "Pretty Boy" so hard, he'll need another nickname.

SUGAR SHANE MOSLEY

3 ROUNDS WITH SUGAR SHANE MOSLEY

NO. 1 CONTENDER FOR THE WELTERWEIGHT TITLE

34-0, 32 KNOCKOUTS

Tell us about your fight with Oscar De La Hoya.

The world deserves a good fight like this. Two guys with great speed and power. I have a lot of different moves and punches in my arsenal, so it should be a spectacular fight for everyone to watch.

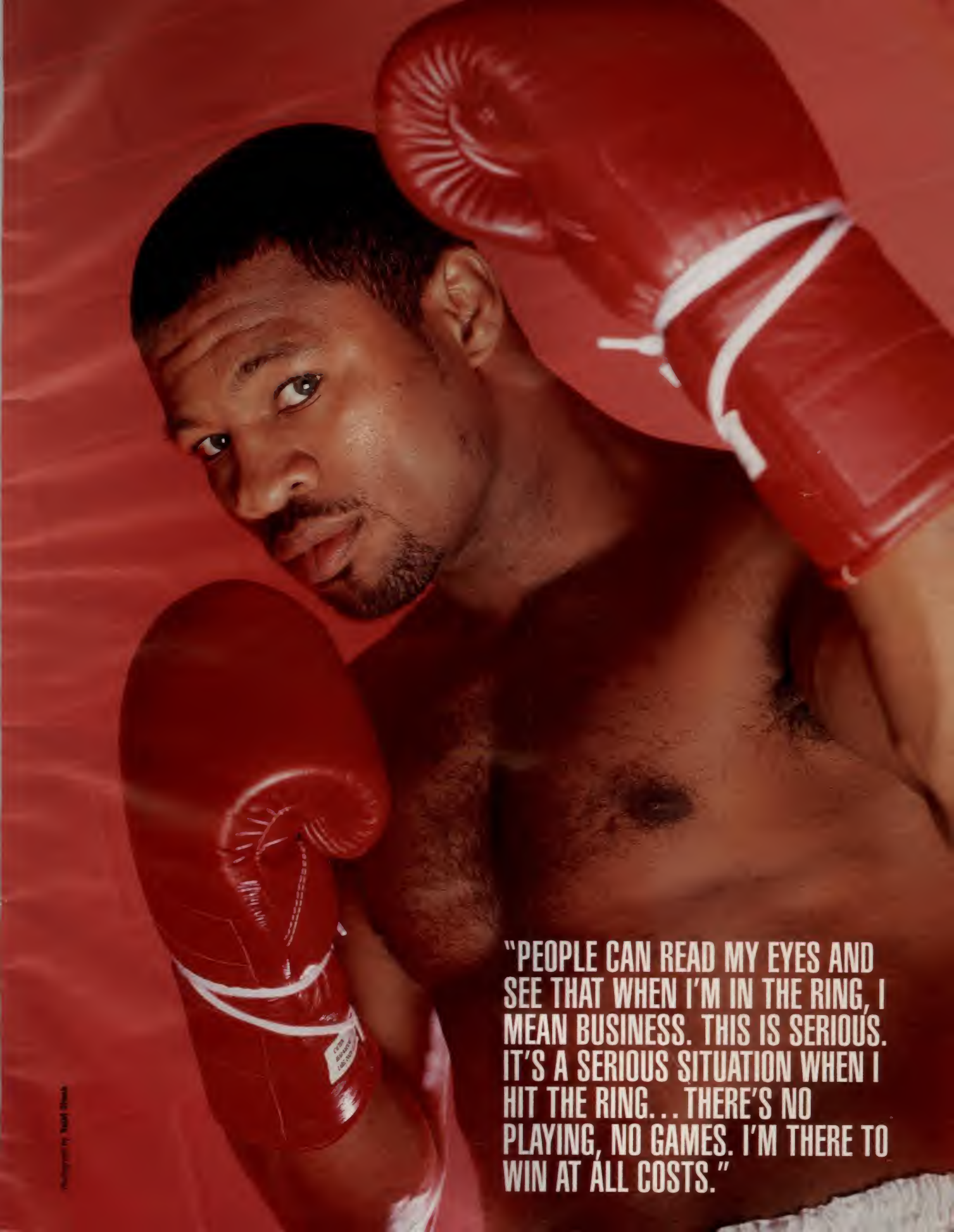
Why do you think that you're the best fighter pound-for-pound in the world today?

I have a lot of skills: I'm fast, I'm strong, I have great movement. I'm a great thinking fighter. Basically, I'm very well rounded, where a lot of other fighters depend too heavily on one skill or one punch to get them through their fights. Some fighters have great right hooks, some have great left jabs, but I feel I can do whatever I put my mind to. I can throw the great hook when I want, or I can throw an unbelievable jab. I just see what needs to be done, then I go out and do it. Every time I go out into the ring, I surprise people. They're like, "Wow, I didn't know he could do that!"

What's the most intimidating thing about you?

The only thing that is intimidating is how confident I am. People can read my eyes and see that when I'm in the ring, I mean business. This is serious. It's a serious situation when I hit the ring...there's no playing, no games. I'm there to win at all costs. I'm just there to win. There's no need to talk trash or anything like that. I think when we're fighting we're telling a story. When you're throwing punches and you're slipping and sliding and moving, that's talking right there. If my opponent is out there trying to talk and trying to intimidate me, it just shows that they're scared.



A close-up portrait of a man with short dark hair and a light beard, looking directly at the camera with a serious expression. He is wearing large, red boxing gloves with white wristbands. The background is a solid, vibrant red. The lighting is dramatic, highlighting the contours of his face and the texture of the gloves.

"PEOPLE CAN READ MY EYES AND SEE THAT WHEN I'M IN THE RING, I MEAN BUSINESS. THIS IS SERIOUS. IT'S A SERIOUS SITUATION WHEN I HIT THE RING... THERE'S NO PLAYING, NO GAMES. I'M THERE TO WIN AT ALL COSTS."

**"I COME HOME AND I'M
SO FANATICAL ABOUT
PLAYING AND GETTING IN
A GOOD FIGHT. EVEN IF I
GET HIT, I'M NOT FEELING
ANY PAIN."**





3 ROUNDS WITH LUCIA RIJKER

WIBF WOMEN'S CHAMPION

13-0, 12 KNOCKOUTS

Why do you think so many women fighters, like Christy Martin, are ducking you?

For three years people have been asking me that question. It's very depressing. On one hand you see women come out because their fathers were great fighters, so they are very well marketed and give boxing a great name. Then on the other you have two women who can really fight, and who can also bring good publicity for a real women's fight, but they refuse to fight me. I don't get it.

Is it true that you spar only against men?

Right now there just aren't enough women who are good at sparring. Sparring is an art. Sparring doesn't mean fighting. Sparring doesn't mean beating someone up. Sparring means that you can give the person who is training an opportunity to grow and learn and be the best they can be. Most people don't see it like that. They think, "I'm going to beat you up" or "I don't want to get hit by a girl," but that's just not what sparring is about.

What's the best thing about being a video game character?

You can literally play with me and knock someone out. I can train through playing. I can train my jab. I can train my footwork. I come home and I'm so fanatical about playing and getting in a good fight. Even if I get hit, I'm not feeling any pain.

the prospective boxer's innovative features and face-denting confrontations that will keep you playing. The PS 2 version will sport more than 30 male boxers, plus, for the first time in the series, eight of the baddest females including, Mia St. John, Lucia Rijker, and Christy Martin. On top of that, there will now be five fighting styles, from freestyle maneuvers (think vintage Ali) to defensive boxing from the crab position like old-school champ Ken Norton.

The main improvement the boxers want to see incorporated, however, is an advanced training mode. Women's champ Lucia Rijker wants gamers to know exactly what it's like to be a professional fighter. "They need to add more training so people can understand the sacrifices necessary to be a boxer," she says. "They need to make the game where you go through training and through all of your repetitions. They can have your trainer yelling at you to do your sit-ups." She doesn't think it should end there, though. "They need to also add a diet for your character so that he needs to lose weight before the fight. No more ice cream for you! This way you can teach gamers discipline in a short story mode."

Undisputed Heavyweight Champ Lennox Lewis demands even more from his games, although his wishes are a few years away technologically, and probably a bit too painful for the average gamer as well. "Training is important, but if you

"Now when you look at Knockout Kings 2001 for the PS 2, you're witnessing characters comprised of more than 10,000 polygons each. That's 10 times the difference! Makes you want a PS 2, doesn't it?"

want the most realism, I would say that EA Sports should also add some head guards that you can put on while you play the game; that way you can actually feel the punches as they land."

While the head guards definitely won't make it into this year's version, the



THE KING

From the dreadlocks to the chest hair, if it's part of Lennox, it's in the game.



HERE'S ONE FOR THE QUEEN The two fighters prepare to exchange right crosses. Doesn't sound like a winning strategy for the super featherweight.

LUCIA RIJKER



BLIND, BLIND Lennox looks to put Floyd on ice after Mayweather misses with a haymaker.

hard hits are still headed home in a new punching system, called Dynamic Punch Control. "Dynamic Punch Control allows you to easily and quickly blend punches together like a jab-cross, or a jab-cross-hook," says *Knockout Kings* Associate Producer Eric Wahlberg. "You can then – based on your fighting style – create your own combos, and you can keep throwing punches as fast as you can press the buttons. The flurry punches of last year are gone in favor of you finding the right combos for each fighter. You have a lot more control. You can also throw haymakers to go for that big knockout when you're close to your opponent. This will just add more of that cat-and-mouse game that you see in the ring."

Dynamic Punch Control will also prevent the game from turning into a random button-pressing contest. "Now it's about a rhythm and a pace about hitting the right buttons, and throwing the right punches at the right time," says De Martini. "If you start to throw a jab-jab-cross but you see your opponent loading up to hit you with a big right hook, you can cut off your cross and

DARE TO COMPARE

OLD VS. NEW DE LA HOYA—STYLE

Aside from its PS 2 debut, *Knockout Kings 2001* will also be making its final appearance on the PlayStation. The game will feature more than 50 boxers, and all of the fighter models have been significantly upgraded over last year's game. Check out this comparison of the "old" Oscar De La Hoya from the 2000 version against the newer model from *Knockout Kings 2001*.

OLD OSCAR



NEW OSCAR



defend the blow instead of getting clobbered to the canvas."

Beyond the squabbling in the squared circle, other features being discussed include corner men who will give you tips between rounds, and cut men who, depending on their expertise, can save you from a TKO or leave you a bloody mess on your stool. EA Sports also hopes to provide more for you to cheer about in this year's career mode by adding more of a story element behind your boxer's sometimes triumphant, sometimes tiresome road to the championship. If you start your career and immediately knock your first 10 opponents out, for example, you might catch the eye of a wealthy (although most likely corrupt) promoter, and like in the movie *Rocky*, you might be given a shot at the title even with a

mediocre ranking. Sure, your stats won't match the champ's. But fight smart and like the Italian Stallion, even if you don't walk away with the gold you will earn some much-needed fame, a little respect, and possibly even a rematch... and we all know what happened in *Rocky 2*. Other gameplay ideas being debated include tune-up bouts, an eight-player tournament, and color commentary so in-depth that analysts discuss not only what's happening in the ring at that moment, but what has led up to the current pummeling in previous rounds.

Sure, this game sounds overwhelming. It almost sounds like a promise so grandiose it could only come spewing from the magnanimous mouth of Don King. But one thing's for certain: If you're still skeptical about the power of

CYBERSCAN CYBERKING

The five steps of metamorphosis that give birth to the heavyweight champion on the PlayStation 2.



CELEBRITYKINGS**SUPERSTARS WITH BITE**

Boxers like Oscar De La Hoya, Lennox Lewis, and Sugar Shane Mosley won't be the only playable characters in *Knockout Kings 2001*. EA Sports says it's also looking to add some athletes and celebrities that will blend their skills and personality perfectly into a boxing game. Not that they need any suggestions, but here's *incite* Video Gaming's list of possible contenders:

"TERRIBLE" TONYA HARDING: Spikes water bottle with Pabst Blue Ribbon and attempts to hide hubcaps in gloves. Just when you think you have her beat, her manager whacks you from behind.

"MARVELOUS" MARV ALBERT: Fights like a man, dresses like a woman. His famous "ass bite" maneuver makes even Mike Tyson envious — and a little horny.

HALLE "HIT AND RUN" BERRY: The only fighter to actually drive into the ring. After she knocks you out, she disappears like a ninja. No press conference, just "Poof."

SEAN "THE PUNISHER" PENN: Seems like a wimp, until you stick a camera in his face and he delivers his Shanghai Surprise. Next thing you know, you're on your ass.

"GLASS JAW" JOHN ROCKER: He runs around the ring like a madman. One good shot to his wallet, however, and he cries out in sorrow, only to return to his cave.



Illustration by Fred Harper

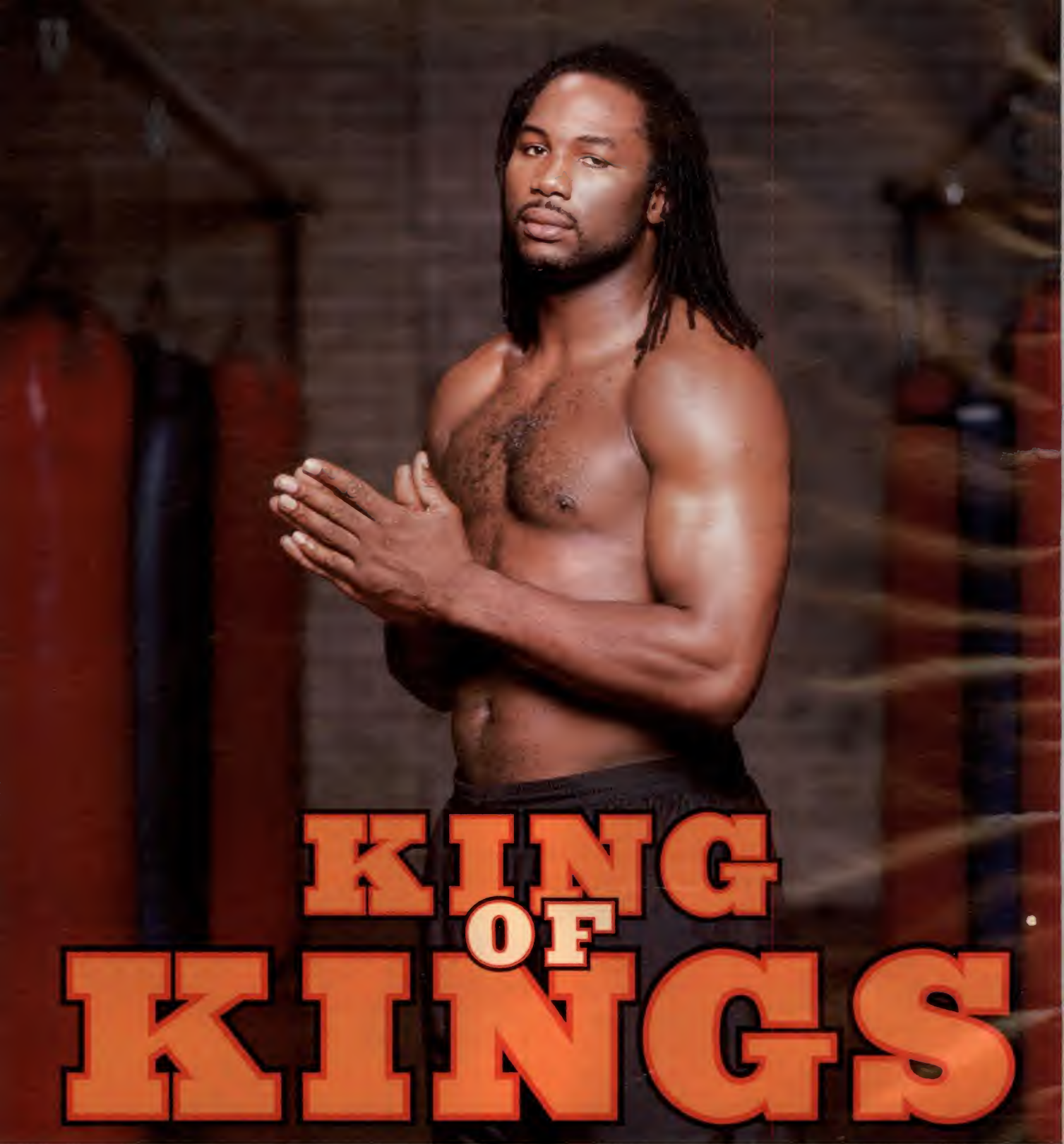


CHECKUP FROM THE NECK UP If Floyd Mayweather Jr. thinks he can stand toe-to-toe with the champ, he'd better think again before he tastes Lewis' leather.

the PlayStation 2, you should stop using your hard head as your only defensive tactic for fighting. Either that or you tried to hook up Lennox Lewis' headgear controller and it fried your brain. Either way, call 911 and let the men in white coats who drive that funny car with the flashing lights escort you to your new home — the one with the rubber walls. For everyone else, get ready to believe in your imagination. Believe that you will step in the cyber-ring, call out your opponent, and dance around the canvas to the hypnotic hooks of gangsta rap. The dream (or nightmare, depending on how you look at it) of exchanging punches with boxing's best is almost upon us, and according to the Undisputed Heavyweight Champion of the World, "When the competition sees this game, they might as well retire." Says Lewis, "*Knockout Kings 2001* will be the greatest boxing game anyone's ever seen."

EA Sports agrees with the champ. Adds Pole, "I just know that we've worked so hard to refine this game, and the allowances the PS 2 is going to give us will allow us to upgrade the gameplay to such a level that it's going to blow people's minds. When Muhammad Ali and Lennox Lewis show up on that screen and they look exactly like they would in their prime — muscles bursting out, arms glistening with sweat — people are going to stop and say, 'Oh, my Lord!' and our competition's going to pack their bags and go home." And from what we've seen, they might as well start packing right now. The new "King of the World," or at least the King of the PlayStation 2 world, is about to be born this winter. **i**

"When Muhammad Ali and Lennox Lewis show up on that screen and they look exactly like they would in their prime — muscles bursting out, arms glistening with sweat — people are going to stop and say, 'Oh, my Lord!'"



Ever wonder how realistic a boxing video game can get? **Lennox Lewis** hooks up **Knockout Kings** to help train. Then again, he also plays chess to visualize the best strategy to knock opponents out. Jon Robinson spars with the Undisputed Heavyweight Champion of the World.



NAME: Lennox Lewis
BORN: London, England, September 2, 1965
RANK: Undisputed Heavyweight Champion of the World
RECORD: 35 wins, one loss, one draw
KNOCKOUTS: 27
BOXING IDOL: Muhammad Ali
MOST ADMIRES: Nelson Mandela, Malcolm X, and the Queen of England
NOW APPEARING IN: *Knockout Kings 2001*

Growing up, did you always want to be a boxer?
 Not really. When I first started, I used to play all kinds of sports, everything from basketball and football to boxing. Back in high school, I would go to my football or basketball practice, then from there I'd run to my boxing practice. And boxing was the sport that I seemed to excel at the most. I was also able to travel with boxing, and I was funded an allowance or a per diem for being good, so that was an incentive for me wanting to continue boxing as well.

Boxing is a sport that is solely dependent on you. You don't have to worry about the team aspect, like if you were tied with another team, then another player on your team drops the ball or fails to guard his man and you lose the whole season for something you weren't even involved in. Where boxing is totally up to you. You choose that you don't want to lose, and every punch and every defense is totally and completely up to you.

From there you went on to become the Undisputed Heavyweight Champion. Do you consider yourself the best fighter, pound for pound, in the world today?

Not pound for pound. There are a lot of different boxers out there who I would consider better boxers pound for pound, but I'm definitely in the elite crew and still fighting for respect. There are a lot of

reporters, critics, and boxing analysts out there who don't like the way I box and who have always fought against me as I've tried to achieve my goals, but they can continue to say whatever they want, because I'm going to keep on winning. I believe I'm in that Muhammad Ali scenario where he's up there shouting, "I'm so pretty, I'm so pretty!" And people are screaming back "I hope you lose!" The funny thing is, I always felt I was undisputed; now I have the gold to prove it. **Speaking of Ali, in the new *Knockout Kings* for the PlayStation2 you can fight as different legends like Ali, Joe Frazier, and Sugar Ray Robinson. How do you think your character's stats should rank against these all-time greats?** You're talking two different eras. In that era, heavyweights weighed, like, 210 pounds. In this era, we're 245 to 250, and obviously our style comes across a lot differently as well, in terms of what we can do. It's tough to compare myself to someone like Muhammad Ali because right now this is my era, and back then it was Ali's. He's the one that got me involved in boxing, so I know 30 years down the line, some kid's going to be interviewed and say that Lennox Lewis' style is the one that got him into boxing. So I just look at it like an era thing. It's great that the game lets me go back in time and challenge all of the greats, like

Photography by Donya Fiorentino/Visages; groomer: Klexius Kolby/Visages. Shot on location at the L.A. Boxing Club.

Ali, though, and see how my character will fare. Even though we're two different eras, it makes the game fun for boxing fans to see and for boxers like myself to play. I heard you're also into playing chess.

Chess is my game.

Does playing chess ever help you strategize for your fights?

It definitely gives you an edge, because you're constantly thinking a couple of moves ahead and expecting different scenarios to play out before your eyes. Chess is a sport where strategy is involved, just like boxing. When you have a tough opponent in front of you in the ring, you have to look at him and strategize and ask yourself what you need to do to beat this boxer: Do you hit him with a jab or do you hit him with an uppercut? Where in chess, when you're making a move you need to think, Do I take him with the bishop or do I take him with the horse? You have to think which move is going to put you in the best position after you make it, and that is where chess and boxing strategies blend into one.

There's speculation that Roy Jones Jr. is going to move up into the heavyweight ranks and challenge you for the title. Is he someone you'd want to fight?

Roy Jones? No, he couldn't fight me. He'd get knocked out.

There's also speculation of a big-money Pay-Per-View event coming up between you and Mike Tyson. Is that true?

They're all going to have to wait. I can only fight one person at a time. Obviously a matchup between Mike Tyson and Lennox Lewis is going to be great. Just look: Everyone's talking about it already, and the match isn't even signed. There's no hype needed with a fight like that. Lennox Lewis versus Mike Tyson creates its own hype.

Tyson's last fight was overseas. Would you like to fight him in England?

Wherever the money takes it. Being the Undisputed Heavyweight Champion, you have to be prepared to fight anywhere. I fight for Britain, but I'm the World Champion... undisputed.

What do you think is the funniest moment that ever happened to you during a fight?

Showing up for a boxing match and ending up getting a dancing lesson.

[Laughs.] It was against Henry

Akinwande, and it just wasn't a good fight.

Before a fight, what kinds of things run through your mind?

I focus and meditate, trying to visualize what I need to accomplish in the ring. I run through the entire fight in my head,

with, of course, me winning. Then I try to go out and do exactly what I had just visualized, with, of course, me winning.

Who do you think you landed the cleanest punch on in the ring?

I think the Razor Ruddock match was a great fight for me. He basically served his head right in front of me and I just hit him, like "Bling!"

Who do you think landed the hardest shot on you?

Definitely Oliver McCall. He landed a great shot because I was leaning forward at the same time he threw the punch, so I kind of helped myself get knocked down.

How do you think boxers in Europe compare to the boxers here in the United States?

I think that there's just not the variety of styles in Europe like there is in America. There are so many more boxers and just so many different styles in the U.S., because over here you're able to develop your own style and make it big. On the other hand, in Europe boxers are becoming more and more unique, led by guys like Prince Naseem. He's just so uncanny. He breaks every rule, yet he's effective. His style definitely works well for him.

Do you ever train with Prince Naseem?

Oh, yeah. For my last fight he was at training camp with me.

Do you guys play chess or Knockout Kings against each other?

He says he wants to learn the game of chess, but you need to sit him down and lock him to the chair to play a full game because he's too hyper. The same goes for the video game.

What are your favorite types of video games?

Besides the sports games, I've always enjoyed the games with alien invasions, along with action games like *Asteroids*.

How are they capturing your characteristics for the video game?

I just went to this special effects studio outside of Hollywood, and the guys at EA Sports have been snapping pictures of me all day. They took pictures of me at every angle to get all the measurements right for my character, then they brought me in to this room, sat me down and cyberscanned my head so they accurately

"Lately I just fight against Ali. I used to fight against Holyfield, but I got tired of knocking him out all the time. So now it's just Muhammad and me."



capture all of my facial features. The detail in this game is just going to be amazing. From what I've seen on the computer, it looks exactly like me.

Did you think your character looked like you in the last *Knockout Kings*?

Somewhat, but I think this one is going to look much better. I want it to be perfect because when I'm playing as myself I don't want to be distracted by my character not looking like me. I want to feel like I'm in control. Like I'm controlling the movements of a real fight.

Who do you like to fight against in the game?

Lately I just fight against Ali. I used to fight against Holyfield, but I got tired of knocking him out all the time. So now it's just Muhammad and me.

Does fighting in the game give you a similar adrenaline rush to fighting in the ring?

Yeah, because it's a competitive thing. I'm a competitor in everything I do, and I hate losing. What I love to see in *Knockout Kings* is when my character winds up for his power punch then lands a big shot, knocking my opponent out in seconds. I don't like getting hit in the game, though, especially now that you can feel the punches land when the controller shakes. I need to work on my

footwork so I won't get hit again.

Does playing *Knockout Kings* help you train to fight in real life?

It helps me get my mind on boxing and helps me visualize what I'm going to do to my opponent. I can actually see the match transpire in the game, then go out and try to throw those same punches to knock my opponent out.

Is there anything else you'd like to see EA Sports add to the game?

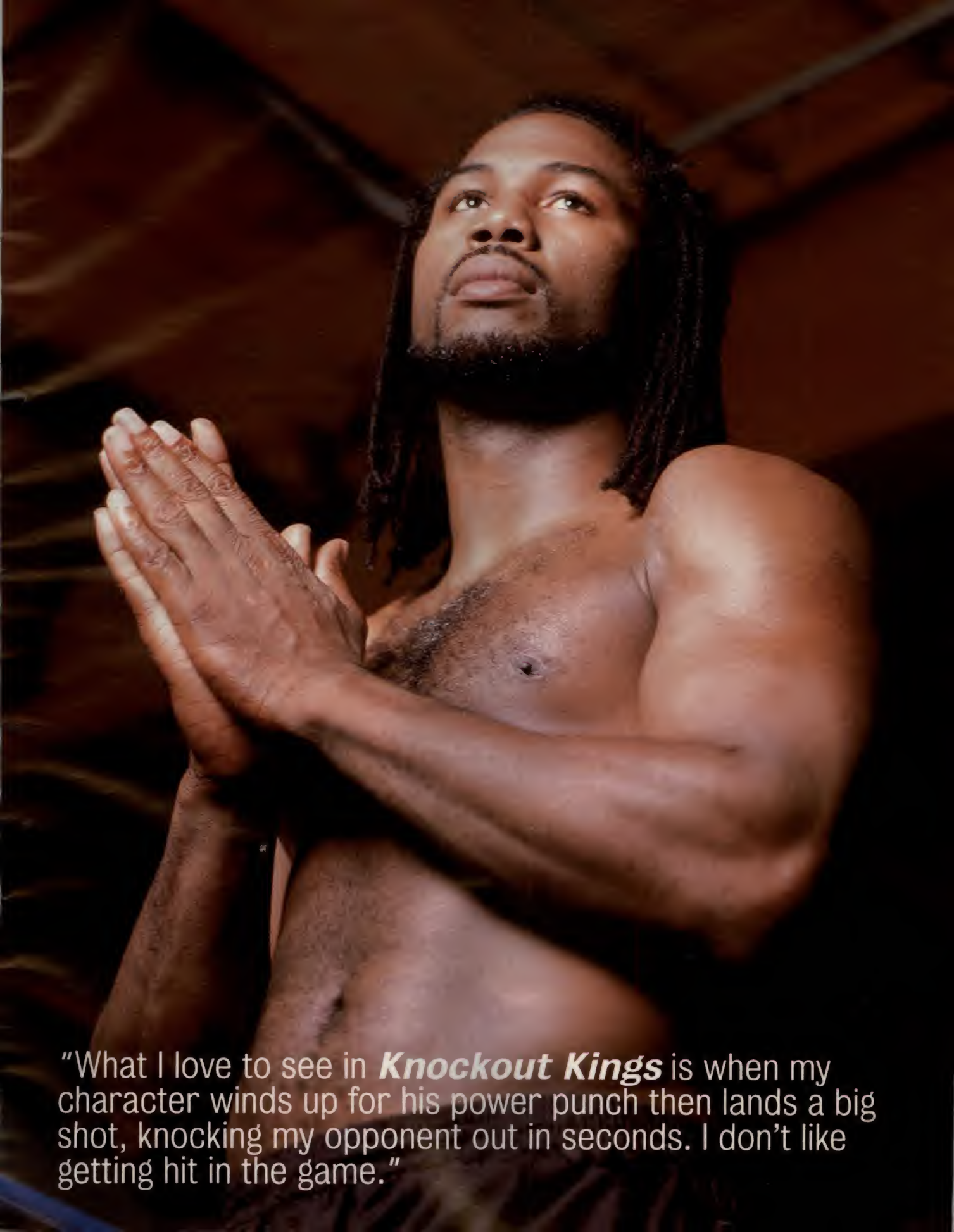
Maybe have me fight some aliens from outer space or something.

Who's tougher to beat, the real Lennox or the cyber-Lennox?

Definitely the real Lennox. I'm undisputed, baby.

Who's better looking?

Definitely the real Lennox. Although with the new PlayStation 2, my character should look identical to me. The only thing he's missing is personality. ☺



"What I love to see in ***Knockout Kings*** is when my character winds up for his power punch then lands a big shot, knocking my opponent out in seconds. I don't like getting hit in the game."

Frankensystems

It's alive! How to bring old game consoles back from the dead

Like dogs, every video game console has its day, however brief. And also like dogs, especially the rabid ones, there comes a time when you have to put 'em out of their misery. When was the last time you fired up that Atari Jaguar? Doesn't it look kind of sad sitting next to your Dreamcast? But you can't throw it out, not after all you've been through together.

We feel your pain, and we're here to help. Unlike dogs, consoles can be taught new tricks. Using tools found in an average kitchen, you can transform your old consoles into miraculous labor-saving devices, simultaneously turning your sad apartment into a space-age bachelor pad.

BY ED LEWIS AND DEMIAN LINN





GENESIS ESSENTIALS ORGANIZER

Ever lose your remote control? Spill a drink? Of course, you have! Well, those days are officially over, thanks to the handy Genesis Essentials Organizer system. With little or no modification, the CD tray makes a rock-solid drinks holder, while the cartridge slot is the perfect remote control receptacle.



SWISS ARMY GAME BOY

Face it, one day *Pokémon* just won't be that exciting any more. When that day finally comes, simply glue a bottle opener to a Game Boy cart and save your favorite handheld from obsolescence. Do the same with a penknife, toothpick and tweezers. Why didn't Nintendo think of this?



JAGUAR KLEENEX DISPENSER

If you bought a Jaguar, chances are you went on a pretty significant crying jag when you realized the cold, hard truth: The Jaguar had about as much chance of succeeding as Michael Dukakis did after he was photographed wearing that tank driver's helmet. But it makes a damn fine Kleenex holder.



SONY SALSASTATION

The Rock stepped on one of our PlayStations recently, and now it don't work so good. You never know when The Rock will come to your town, so if the same thing happens to you, simply upgrade to the SalsaStation. Fill the CD tray with your favorite salsa and you'll be the toast of the party.



NES CRUST-O-MATIC

Everybody knows sandwiches taste better when the crust is cut off. Now you can remove those pesky crusts from your Wonderbread with the handy Crust-O-Matic crust-removal system. Just sharpen the guillotine-like door on your NES, insert bread, and bingo! It's goodbye bread crusts, hello flavor!

THE next-box

The worst-kept secret in the video game industry is out. Microsoft is entering the business, and the next-generation-console war just hit Defcon 4. Demian Linn explores.

It's official. Bill Gates took the wraps off Microsoft's game console, the X-Box, at the recent Game Developers Conference in San Jose, Calif., and video gaming may never be quite the same. If tech demos and hardware specs are anything to go by, the X-Box will significantly outmuscle the PlayStation 2 and could send Nintendo's Dolphin designers back to the drawing board.

If everything goes according to Microsoft's master plan, and it usually does, the X-Box will be in your living room by fall 2001. It'll be the last of the next-generation machines to go on sale (Dolphin's U.S. launch has recently been delayed until early next year), but it will easily be the most powerful.

Hardware specifications include a custom-made Intel Pentium III processor running in excess of 600MHz – compared with the PS 2's 300MHz processor and the Dolphin's expected 400MHz brain – and a specially designed nVidia graphics chip said to be three generations beyond the most powerful video cards in today's high-end PCs. Then there's the 64-channel 3D audio, DVD movie playback, built-in Ethernet card for broadband online action, screen resolution that goes beyond the capabilities of HDTV, and an 8GB internal hard drive. Strangely, Microsoft claims a Web browser won't be a part of the package, at least not initially.

What's it all mean? Take it

Continued on page 50



Illustration for incite by Artstaff Inc./Rainer Leubach



GEEK CHIC Fun fact*: Bill Gates gave up a career as a male model to run the world instead. Here we see him in a stunning leather X-Box jacket, while a demo of the most powerful video game system in existence runs in the background. *Not an actual fact



MONARCH OF THE WORLD This is a picture of Bill Gates' butterfly garden. Or it's an X-Box demo.

Continued from page 48

away John Rowe, vice chairman of Midway: "X-Box is going to be the most powerful video game console that's ever been produced. Developers are going to make great games, and when consumers see these games, they're going to say, 'Wow, this is like playing television.'"

Gates showed a number of tech demos running on an X-Box prototype, and while there's always something a little *Wizard of Oz*-ish going on when the hardware's hidden behind a black curtain,

the demos were very impressive. In classic glove-to-the-face fashion, Gates even showed a variation on the PlayStation 2 "Sparks" demo, adding much more complex lighting and reflection effects.

But demos and hardware specs don't sell systems; that's what the games are for. Running on a stripped-down version of Windows 2000 and DirectX8, the X-Box will be extremely easy to develop for, especially for coders used to making PC games. The X-Box is a move from a "programmer-driven console to an artist-driven console," says Seamus Blackley, head of Microsoft's advanced technology group, meaning developers will spend less time trying to figure out what the

THE NUMBERS

Here's the gospel according to Microsoft, a side-by-side comparison of the PlayStation 2 and X-Box for the tech geek in some of us.

	PS 2	X-BOX
CPU	300MHz MIPS	600+MHz Intel PIII
Graphics Processor	150MHz	300MHz nVidia "X-Chip"
Total Memory	38MB	64MB
Memory Bandwidth	3.2GB/sec	6.4GB/sec
Polygon Performance	66 million/sec	300 million/sec
Polygon Perf. (full features)	20 million/sec	100+ million/sec
Simultaneous Textures	1	4
Pixel Fill Rate - No Texture	2.4 G/sec	4.8 G/sec (antialiased)
Pixel Fill Rate - 1 Texture	1.2 G/sec	4.8 G/sec (antialiased)
Pixel Fill Rate - 2 Textures	0.6 G/sec	4.8 G/sec (antialiased)
Compressed Textures	No	Yes (8:1)
Full Scene Antialias	No	Yes
Storage Medium	2x DVD, 8MB memory card HD planned	4x DVD, 8MB memory card, 8GB Hard Disk
Input/Output	2 controller ports, USB, PCMCIA, iLink	4 controller ports, USB, Ethernet (10/100)
Audio Channels	48	64
3D Audio Support	No	Yes
Broadband Enabled	Future Upgrade	Yes
Modem Enabled	Not planned	Optional
Maximum Resolution	1,280x1,024	1920x1080
HDTV Support	Limited	Yes
US Launch Date	Fall 2000	Fall 2001

"WHILE THERE'S
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DOLPHIN

What We Know Now

In vintage Nintendo fashion, details of the company's next-gen console are hard to come by. We do know the Dolphin will run on a 400MHz IBM-designed CPU and a graphics chip of undisclosed power designed by ArtX, the same folks who



brought you the Nintendo 64's graphics chip. The U.S. and European launch has been delayed until the first half of 2001, although the Japanese launch is still slated for late 2000. Nintendo's finally dumped those damn cartridges in favor of a proprietary DVD-based format, but don't expect to be able to play DVD movies. Do expect a price tag of \$199 and a Mario game at launch.



ROBO GIRL This is a shot from one of two prerendered demos shown by Microsoft. Note the "X" tattoo. There's no way the PS 2 could handle that.

box can do and more time actually making games.

Alert readers – or even not-so-alert readers – may wonder how Sega feels about all this, considering Microsoft was closely involved in the development of the Dreamcast and supplied the DC's operating system, Windows CE. We have it on good authority that Microsoft is interested in buying part or all of Sega, which would give Microsoft a heavyweight team of first-party developers and instant credibility in the critical Japanese market. If a deal goes through, the X-Box could even be developed to be backward-compatible

with Dreamcast games.

Third-party publishers and developers are scrambling to get on the Microsoft gravy train, too. Big hitters such as Electronic Arts, Namco, Eidos, Acclaim, Capcom, and many more have already signed on. It's a little early to make predictions, but it looks like the X-Box won't be starved for software.

Speaking of early predictions, some industry types are claiming the X-Box could herald the end of PC gaming. We'll have to take a wait-and-see attitude on that, but we can say one thing: Only fools and a really smart guy named Linus Torvalds bet against Microsoft. **i**



THIS IS WHAT MR. WIZARD DREAMS ABOUT This demo was pretty amazing to watch in action. We left the GDC vowing never to fill a room with mousetraps and ping pong balls, because it always ends in tears.

Q&A WITH MICROSOFT

We talked to Kevin Bachus, director of third-party relations at Microsoft, about the company's plans for world domination.

What advantages will the X-Box have over the PlayStation 2?

The advantages X-Box has over any other console include hardware that's at least a generation beyond anything else in development today – a mind-blowing graphics chip, a hard drive, built-in Ethernet, and vastly superior audio – and a mature development process that means developers can spend all their time making the best possible games and almost no time discovering and dealing with the hardware's quirks.

Are you worried that the X-Box could be flooded with hundreds of low-quality PC game ports? How strict will your software approval standards be?

The developers and publishers we've talked to recognize the incredible opportunity that X-Box represents... [but] the publishers aren't confused about what makes a spectacular console game. But you're right: Microsoft has a role to play: working with publishers to ensure that X-Box has the world's best library of games.

How has Microsoft's relationship with Sega changed now that the two companies have become competitors?

Our relationship with Sega has not changed at all. The technology industry – like every modern industry – is a complex one. It's not only possible but commonplace for companies to work together on some projects and compete on others. For example, Sony is one of Microsoft's closest partners. They have a fantastic PC business. We're working together on digital-television initiatives. They just licensed our Web browser for their cell phones. But we will both offer game consoles. Similarly, our commitment to Dreamcast is unchanged. We are very proud of our contribution to that platform and will continue to support it.

Is Microsoft interested in acquiring all or part of Sega?

Sega has been a great partner. If it made sense for us to work together on something, we'd love to. At this point, unless you hear us both announce something, I'd recommend you look at all rumors skeptically.


Would it be fair to estimate that the X-Box's retail price will be below \$250?

We know what consoles sell for, and X-Box will be priced competitively.

EVOLUTION,

PLAY STATION 2

REVOLUTION



Call it the Second Coming. With the monumental success of the **PlayStation 2's** launch in Japan last March, Sony appears poised to conquer the world of video games once again. But Sony's plans for the PS 2 are far more ambitious than its merely being the most powerful game system ever; it's going to change the way you're entertained. So, what will that little black-and-blue box you carry home this fall actually do? *incite Video Gaming* takes a detailed look at the PlayStation2 experience and what lies beyond it.

PHOTOGRAPHY BY RAJAT GHOSH

EVOLUTION

You've heard a million rumors about how the PlayStation 2 is going to change the face of gaming and electronic entertainment forever with massively multiplayer games. But the fact of the matter is, those hypothetical meanderings are all talk until Sony gets its broadband network up and running. On the day of launch, what you are really going to get is one seriously powerful game system with a built-in DVD player. Imagine playing the best-looking racing game ever, *Gran Turismo 2000*, and then taking a break from the action by popping in *The Matrix*. Is there any reason to ever leave the house again?

GAMES

The first wave of PlayStation 2 titles has admittedly been rushed through development to satisfy the demands of the Japanese launch. As the game designers readily admit, they are just beginning to understand the PS 2's capabilities. These early titles for Sony's system are using only a mere fraction of the system's astounding processing power and features. That said, you'll still be getting some of the best-looking and most technologically advanced games ever created. Even this first wave of PlayStation 2 games has no problem competing with what amounts to the second generation of Dreamcast games.

HOTTEST STARTERS



RIDGE RACER V Sporting phenomenal visuals and speed, *Ridge Racer V* for PS 2 will blow away any racing game you've played before.



TEKKEN TAG TOURNAMENT This ain't your dad's *Tekken*. Who needs to go to an arcade when you've got the power of PS 2?



DEAD OR ALIVE 2 On PS 2 this fighter's gorgeous backdrops, cool combos, and bouncing cleavage have never looked better.

COMING SOON

Japanese game companies might have gotten the jump on PlayStation 2 development, but there's a slew of U.S.-developed games being readied to land on the system later this year. Feast your eyes on these homegrown treats.



Knockout Kings 2001 EA Sports
Electronic Arts' heavyweight champ looks to knock out the opposition in this ultrarealistic premier boxing title.



The World Is Not Enough EA
James Bond's newest PlayStation 2-powered 007 adventure may leave him shaken *and* stirred.



Oni Rockstar
This high-kicking, guns-blazing, anime-inspired fighting/adventure game will look just as gorgeous on the PS 2 as on the PC.

WHAT THE FUTURE HOLDS

All-Star Baseball 2002 Acclaim

The best console baseball game around is no longer constrained to the Nintendo 64.

Ferrari Formula 1 Acclaim

The world's most popular race series gets a unique take from a Team Ferrari perspective.

Ferrari 360 Challenge Acclaim

Not enough Ferraris for you? Take some of the company's street rides for a test drive.

Madden NFL 2001 EA Sports

NFL 2K can enjoy its championship this season, but come fall, *Madden NFL 2001* promises a whole new ballgame.

SSX Electronic Arts

Just what we need...another snowboarding game. But – and this is a big but – it's a PS 2 snowboarding game.

Oddworld: Munch's Oddysee Infogrames

Enter the world of the strange, bizarre, and yes, odd. Weirdness has never looked better, and neither has Abe.

Gravity Games Biking Midway

Extreme-sports action with a bicycle angle. Hopefully you can land in the bay after finishing your run.

Ready to Rumble 2 Midway

Ring the bell and feel the Afro Thunder. Midway's arcade-style boxer packs a powerfully fun punch.



DIGITAL

Although Sony hasn't made an official announcement about how much the PlayStation 2 will cost in America, the Japanese price point is approximately \$370. While it may seem like a lot of cash to fork over for a video game console, consider that you'll actually be getting a game system *and* DVD player all in one box. Here's a closer look at PS 2's DVD capabilities, and our must-have DVD picks.

DVD Player

Thinking about buying a DVD player? Check out PS 2 first.

You've heard about the incredible games, the amazing graphics, the "emotion engine," and how Sony will come to rule the gaming world. But life is not all fun and games. Life is fun, games, and movies! These days a DVD player is the only hardware that lets you watch movies the way they were intended — in crisp letterbox detail with surround sound booming every special effect. And in the PS 2, a DVD player is exactly what you will get (and a top-of-the-line player at that).

The PlayStation 2 DVD player will basically enable you to do everything your friend's \$500 machine can do (multiple languages, special features, zoom in/out of action), only with a few minor inconveniences: There's no remote control, and you will need to buy a special memory card file to enable your PS 2 to play movies. The dual shock controllers will take the place of a remote, but if you lose your memory card, you not only need to go purchase a new one, you then need to recopy the movie file from a utility disc just to watch a movie. How poor. However, when you consider all the money you're saving from not having to buy a DVD player on top of a new game machine, these inconveniences might actually make you seem rich.

Dual Shock Remote Control: Basic Functions

The dual shock might not seem like an ideal remote control, but it gets the job done. Here are the button commands you'll need to master to fully enjoy your new DVD player.

Main Menu: Square	DVD Menu: Triangle
Yes: O	No: X
Play/Stop: Start	Onscreen Display: Select
Next Chapter: R1	Fast Forward: R2
Previous Chapter: L1	Rewind: L2



THE MATRIX



SWINGERS



SHAWSHANK REDEMPTION



SOUTH PARK



FIGHT CLUB



PULP FICTION



THE USUAL SUSPECTS



AMERICAN PIE



THERE'S SOMETHING ABOUT MARY



CLERKS

RELEASES fall DVD



There's nothing like watching a brand-spanking-new DVD on your brand-spanking-new PS 2. Here's the hottest DVDs set to arrive this fall.

Braveheart "Every man dies; not every man really lives." Sort of makes us want to get naked, paint ourselves blue, and swordfight!



Edward Scissorhands (Special Edition) See Johnny Depp as Marilyn Manson before he made it big in music.

The Rocky Horror Picture Show (Special Edition) What do you say we get drunk, dress in drag, do the Time Warp and memorize every line in this movie?



Indiana Jones Collection Just like *Tomb Raider*, but for some reason Han Solo plays the part of Lara Croft.



SONY

RESET



2

MEMORY CARD

REVOLUTION INTERNET

While the PlayStation 2 won't let you frag your way to online-gaming heaven right out of the box, it will support broadband Internet connectivity. In the future this will let you experience gaming and entertainment as you never have before. You'll enter new worlds with your far-off friends at your virtual side, communicate with them instantly, and participate in epic battles. Then you can even get in a little shopping before you head for home. Err... if you weren't home already, that is.

PLUGGING INTO THE POSSIBILITIES

MASSIVELY MULTIPLAYER

What is it? All the rage on PCs at the moment, massively multiplayer games allow hundreds and thousands of gamers to enter huge virtual worlds, explore, interact, and vicariously experience a life of adventure and danger.

When can I have it? You'll probably see at least one such game up and running by the end of 2001.

INTERPLAYER COMMUNICATION

What is it? The ability to communicate instantly with fellow game players is one of the major cornerstones of how the PlayStation 2 will change gaming. Real-time voice communication will allow you to converse with other gamers to coordinate efforts and plan a course of action during gameplay. Set up a video camera and you'll even be able to have a

direct video link with your fellow players. Or you can utilize email and instant-messaging programs as a more conventional means of communications, all through your PlayStation 2.

When can I have it? The email and chat features are sure to be up and running immediately after Sony offers Internet connectivity in 2001. The real-time communication features rely more heavily on gamers acquiring peripheral equipment like cameras and microphones before they really become viable.

E-DISTRIBUTION

What is it? In the gaming context you'll someday be able to access new levels, characters, and patches via the Internet directly through your PS 2. Look for gaming services that let you "rent" games for play and episodic content, which will

allow you to play and purchase a game level by level. But the coolest feature may be real-time sports updates that will automatically update your sports games to reflect a trade made in real-life.

Of course, e-distribution won't be only about games. Hooking up your MP3 player to download a new CD or ordering a Pay-Per-View movie may eventually be possible on your PlayStation 2.

When can I have it? Sony promises the age of broadband Internet gaming will begin in 2001, but the reality is that there are a number of logistical issues to be addressed before it happens. You'll probably have to get your butt off the couch for another two or three years before this pipeline of interactivity connects directly to your PS2.

Now if they could only figure out how to make pizza downloadable.

BRAVE NEW VIRTUAL WORLDS



SHE'S GOT LEGS EverQuest teammates may soon battle this Kunark through their PS 2.

EVERQUEST

A *Dungeons & Dragons*-style adventure game that has literally thousands of PC players exploring, conversing, and battling every day (and, from what we've seen, all through the night). Based on its enormous popularity, this fantasy adventure world may be one of the first of this new breed of games to become accessible for PS 2 owners.

FINAL FANTASY XI

Square Soft's legendary RPG series that dazzled gamers on the PlayStation with its epic storylines and mesmerizing movie sequences is already on its way to the PS 2. Months before PlayStation 2's launch, Square announced plans for its PS 2-based multiplayer network, Play

Online. It's only a matter of time before *Final Fantasy*'s universe is unleashed on a gargantuan scale for a worldwide audience. Imagine going head-to-head with some crazed Japanese gamers. *Hai!*

STAR TREK ONLINE

The latest word is that Activision has backed out of the deal due to the recent LucasArts announcement of a *Star Wars* online game. Considering the resources necessary to simultaneously develop and maintain *EverQuest*, *Star Wars*, and what would have been a *Star Trek* online game, this was probably a wise decision. But don't despair, Trekkies: Activision is seeking a new development partner and fully intends to create an Internet *Star Trek* experience down the line.



ADDITIONAL EQUIPMENT

The future of gaming is a bright one, but you don't think you're getting all you'll need in one box, do you? To get the most out of your PS 2 you'll need to get your paws on some of these fancy extras.

KEYBOARD AND MOUSE – Admit it: You're going to get sick of web surfing with your PS 2 controller. These old PC standbys will be a must-buy.

HARD DRIVE – If you're going to partake in e-distribution and all those cool game upgrades, you're going to have to put all those goodies somewhere.

VIDEO CAMERA – Want to check out your online buddies, and let them see you, too? You'll need this handy camera on your TV top if you want to engage in a little mutual voyeurism.

MICROPHONE – Remember that real-time interplayer communication? Forget about coordinating game strategies; you'll need this so you can do some major trash talking.

CREDIT CARD – Don't leave home without it? Soon you won't be able to *stay* home without it. You can't do e-commerce without credit.

PLAY NICE

Be assured that as soon as the technical marvels of the PlayStation 2 are unleashed, people are going to find some way to abuse them. Here's a look at a few naughty ways *not* to use your PS 2.

EMAIL BOMB – Why are you flooding someone's mail box with nasty emails? Aren't there virtual worlds you should be exploring?

REAL-TIME FLAMING – Now, even total strangers can tell you just how much you suck. Isn't technology wonderful?

VIDEO FLASHING – Okay, keep that joystick in your pants. We'll never get more girl gamers if you keep whipping out your railgun.

LEDOS COUNTERFEITING – All those collectible economies are doomed to crash if Limited Edition Digital Objects are distributed.

PIPELINE OF PORN – Unlike Daddy, Mommy's not going to be too happy with what Johnny downloaded from the Internet today.



Medieval on Your Ass. Again

Final Fantasy IX will help the PlayStation go out with a bang. Or at least a magical fireball

■ SYSTEM PlayStation ■ PUBLISHER Square Soft ■ DEVELOPER Square Soft ■ THEME RPG ■ PLAYERS 1 ■ AVAILABLE TBD

INSIGHT

Q. Didn't *Final Fantasy VIII* come out just a couple of months ago?

A. Well, sort of. But don't expect this game on the shelves any time soon. It's doubtful *Final Fantasy IX* will be out before the holiday season.

Q. Is this game inhabited by kids?

A. Actually, "deformed" characters are a staple in Japanese RPGs. Check out *FF VIII* if this seems strange to you.

Q. Will there be some kind of card game?

A. Probably not. Minigames are hot right now, though, so expect *FF IX* to have something special along those lines.

It's no surprise that the latest *Final Fantasy* games have upset some of the longtime fans. With each PlayStation release, Square's flagship series has made strides both graphically and storylinewise to present a more quasifuturistic adventure, and in doing so, much of the once beloved "fantasy" part of the title has been lost. But, thanks to *Final Fantasy IX*, that's all about to change. Or, better yet, revert.

That's right, the tall characters are gone. So are the cars, TVs, neon signs, spaceships, computers, lame hairstyles, basketball courts—everything that gave the last *FF* a strangely familiar setting has been tossed. The world of *Final Fantasy* is once again one of wonder and magic, castles and balloon-powered airships, dragons and stubby characters, and, most important, crystals. For newcomers to the *Final Fantasy* universe, crystals



THE VILLAGE PEOPLE Note the rustic-looking town behind Vivi.

were once the main focus of nearly every 8- and 16-bit release; *FF IX* brings them back to the spotlight. Yoshitaka Amano, the acclaimed artist responsible for the look of the first six games, returns to once again lend his incredible talents. And, not surprisingly, Nobuo Uematsu continues his legacy as the music composer. It's easy to see that Square is making this game for those with fond memories of the past.



FANTASTIC MOTION VIDEO The FMV in *FF IX* is insane. Ignore the heavy eyeliner.

Of course, just because Square is returning to the "classic" *Final Fantasy* motif last seen in the 16-bit days, it doesn't mean it won't push the PlayStation to its breaking point in terms of graphics. The rendered backgrounds are somehow even more vibrant than those in *FF VIII*, the CG movies are said to be the absolute height of quality on Sony's current machine, and the character models, while reminiscent of those found in the

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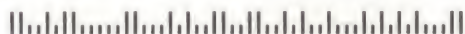
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FULL OF HOT AIR Steiner finds a better alternative to walking.

first PlayStation *Final Fantasy*, are packed with loads more detail.

We don't know much about the storyline yet. There's a princess (ironically rare in RPGs these days), floating cities, and some sort of dissension among the lower classes. Somehow this is all going to take place in a tale that promises to wrap up the once significant crystal theme. This is the last PlayStation *Final Fantasy* release, though, and it'll likely be the last "traditional" game in the series, so you should expect something magical.

Aside from the two characters shown on the right, two others have been revealed: Vivi, a 9-year-old female wizard who has a knack for getting lost, and an unnamed female party member who's making her first appearance on a Japanese Coke commercial! Apparently there will be eight characters total, and, unlike in the previous two *Final Fantasy* games, you'll be able to use four at a time in battles.

There are still many questions about *Final Fantasy IX* that remain unanswered. Like, what's the main theme? When will we see it in the U.S.? What the heck is that expression on Zidane's face? That final question may never be answered, but for the rest... well, check back here next month.



CASTLE IN THE SKY Here's a look at one of the giant floating cities.



ZIDANE TRIBAL

What's his gig? This tailed thief is one of the main characters in *FF IX*, and at the tender age of 16. How cute!

He's a guy, right? Of course, he's a guy! What makes you think otherwise? Oh... must be the tail and dandy clothes.

ADELBERT STEINER

What's his gig? A royal knight who looks rough, tough, and ready to rumble. That is, of course, as long as you don't notice his shoes.

Is that getup for real? What? Sure! The cool knight of Alexandria always had cutoff pants and fairy shoes. Great style!

DC, PS QUICK LOOK

Vanishing Point

■ Racing ■ Acclaim ■ May (PS), August (DC)

1 Okay, another racing game. What makes this one different from the rest?

Let's see: 32 licensed cars, uh, championship mode, time trials, rally mode, a stunt mode, eight tracks, uh, and a really nice intro movie. We'll have to get back to you on that.

2 So, what does it look like?

The early version of the PlayStation game we saw looked nice enough, and there were tons of cars on the track. Did we mention that intro movie yet? She's a beaut.

3 Who's making it?

Clockwork Games — they're British, don't you know. Also made the not-so-great *Rush Hour*.



ROOTIN' TEUTON Hey look, it's an Audi TT and it's just come out of a tunnel!

PS QUICK LOOK

Test Drive Cycles

■ Racing ■ Infogrames ■ Summer

1 Can I play as a Hell's Angel?

Not unless they add some sort of career mode at the last minute. Of course, you could organize a group of friends and start raising hell on a grassroots level. Think globally, act locally, we always say.

2 But I do get to ride a hog, right?

Yep. Fat Boys, Sportsters, Indians, and sport bikes like the Bimota V-Due are all in there.

3 So, we're talking the usual race/upgrade/tweak kind of thing?

You know it. But wait! You also get a selection of tracks based (very loosely) around real-world locations like Amsterdam and scenic Utah.



LEGALIZE IT They'll let you do anything in Amsterdam, including street racing.

Bullet Train

Railroaded by fate and trained to kill, you've got to track down evil terrorists

■ SYSTEM PlayStation ■ PUBLISHER Activision ■ DEVELOPER Sony/Sugar & Rockets ■ THEME Military action ■ PLAYERS 1 ■ AVAILABLE Summer

INSIGHT

Q. Is this game anything like National Lampoon's European Vacation?

A. Well, you are in Europe, but unfortunately there is no opportunity to bring Chevy Chase's career to a violent but merciful end.

Q. But you do get to shoot something, don't you?

A. Have no fear: You'll have access to 10 different weapons, including assault rifles, submachine guns, grenade launchers, and explosives.

Q. Any secret weapons?

A. No, but there are secret modes, stages, and playable characters. To access them you'll need to go above and beyond the call of duty in the game's multiple scenarios.

Commandeered by terrorists, a military train loaded with nuclear weapons speeds toward Paris?! The French... why do we always have to save the French?

One part *Metal Gear Solid* and one part *Syphon Filter*, *Covert Ops: Nuclear Dawn* puts the fate of the world in the hands of the unluckiest NATO soldier alive. Terrorists have massacred every other would-be tourist on a train from Russia to Paris and have also kidnapped an ambassador and his family. To make things even worse, the terrorists have armed multiple nuclear weapons. Sometimes, it just



CHOPPER ATTACK Minigames, like this duel to the death, add some play variety.



DIE-HARD SOLDIER One man faces a train of terrorists. Who is he, John McClane?

doesn't pay to wake up at 4:30 in the morning.

Presumably, since our soldier is stuck on an 18-car speeding train, he has no choice but to defuse the nukes and rescue the ambassador. During the process, he will journey through 30 cities in 12 countries, surviving on wits and a serious arsenal of deadly weapons.

It remains to be seen whether *Covert Ops* can live up to its tactical espionage competition, but with its appealing storyline, superior graphics, and bloody firefights galore, this is one train we don't want to miss.

—Roger Burchill



IT'S NOT JUST A JOB Travel the world, earn money for college, and solicit blood donations for the Red Cross — all before most people even wake up in the morning.

THE REAL DEAL

Armed Forces Merchandise Outlet

You can't fight evil terrorists without proper gear. Be prepared: Get equipped at www.afmo.com.



Dave who?

Some facts about the Miracle Boy of Freestyle BMX

AGE: 26

RESIDES: Greenville, N.C.

NICKNAME: Miracle Boy/Man

SPORT: Freestyle BMX on vert and street

COMPETING SINCE: 1987

AWARDS: In the X-Games alone, Dave has won 10 medals in 10 events, eight of which were gold. Other awards are too numerous to mention.

SPONSORS: Slim Jim, Haro, Adidas, Fox Racing, and Arnette.

TATTOOS: "Mirra" across his lower back.



FAVE HANGOUT: His very own Eastwood Ramp Park in North Carolina, chock-full of jumps and rails.

CRASHES: Hit by a car in 1993. This dislocated his shoulder and caused a blood clot in his brain. Doctors told him to stop riding, but he kept on going. In 1995 his shirt got caught in his handlebars in midair. Dave fell 20 feet and crashed into the ground hard, rupturing his spleen, which then had to be removed.

INSIGHT

Q. Is this a jump onto the extreme-sports bandwagon?

A: Think of it as a new step forward for sports. These guys have been doing crazy stuff on the bikes for years, but have gotten little attention until now.

Q. Yeah, but who is this guy, Dave Mirra?

A: He's one of the best riders out there today. This guy regularly risks life and limb to do the best stunts possible. Playing the game for a few hours, you'll only risk hurting your thumb.

Q. How realistic is it?

A: You make your own tricks, create combos, and ride wherever you want. Win some contests and sponsors will be lining up to plaster their names all over you. As for the tattoos and the injuries, that's up to you.

It's official: Extreme-sports games are back. In addition to the surging skateboarding renaissance, crazy bike action is coming in the form of Dave Mirra Freestyle BMX.

Much like the sport that inspired it, *Freestyle BMX* is all about biking wherever and doing whatever, as long as you look damn good doing it. The bigger and nastier tricks get you respect from your peers and the all-important sponsors who fund you along the way. Everyone starts somewhere, and you must work your way up from absolutely nothing to become king of the BMX world with your bike-handling skills and an eye for new possibilities.

Freestyle BMX lets you tweak the tricks and the combinations any way you want. Learn a simple move

and then use a modifier to make it even funkier. Pretty soon you'll have your personal bag of tricks, ready to bust out when the judges are finally looking your way. Master the controls and the game will truly become freestyle.

With levels that cover vert, dirt, and street riding, *Freestyle BMX* will have the rest of the freestyle life covered. There are no tracks to follow, just a whole world to explore and lose yourself in. The object of the game is to find the best areas to pull off tricks and link up for huge combo points.

Come this fall, all you extreme-sports junkies will have a fresh new world to learn, master, and dominate. If Dave Mirra has a good say about what's about to go down on disc, this is going to be one game to remember.

—Ed Lewis



D'OH, NUTS Dave's stylin' 360 gets thrown off when his rear tire gets stuck on the lip.



SNEAK ATTACK Dave Mirra catches his runaway bicycle by surprise.

Learn a simple move and then use a modifier to make it even funkier. Pretty soon you'll have your personal bag of tricks, ready to bust out when the judges are finally looking your way.



UP, UP, AND AWAY After getting slammed on his bicycle, Paul rode his brother's tricycle. He looked so damn weird, growing his evil beard, and offering kids purple popsicles.



Infogrames recently handed its pioneering title over to French developer Darkworks for a serious overhaul. The result is *Alone in the Dark: The New Nightmare*.

Haunted Home *Alone*

Are you afraid of the dark? After Infogrames' revamped *Alone in the Dark: The New Nightmare*, you will be.

■ SYSTEM PlayStation ■ PUBLISHER Infogrames ■ DEVELOPER Darkworks ■ THEME Horror adventure ■ PLAYERS 1 ■ AVAILABLE Fall

INSIGHT

Q. Other three? When did they come out?

A. The first *AITD* was in 1992, and the other two followed in 1993 and 1994. There's also a PC collection called *Alone in the Dark Trilogy*.

Q. Any interesting stars doing voices?

A. For the French version, Darkworks has recruited French actors like Guillaume Canet (*The Beach*), and it's already bidding for big names like Vin Diesel and Charlize Theron for the English version.

Q. So, do flashlight batteries ever die?

A. Maybe. Darkworks has said the flashlight will always work, unless it's part of the storyline. Suddenly, your flashlight fades, and you have to find your way out of the dark alive. Scary.

Sick of blowing away zombies and demon dogs? Getting a little tired of the old undead routine? Well, it's time to get reacquainted with the mother of the survival horror genre, *Alone in the Dark*.

It's been more than five years since gamers were treated to an *Alone in the Dark* game, but Infogrames recently handed its pioneering title over to French developer Darkworks for a serious overhaul. This team's goal was to craft a brilliant, stand-alone title to anchor a reintroduction of the series. The result is *Alone in the Dark: The New Nightmare*.

"Infogrames gave us the name of the series and the name of the main character, and said, 'Surprise us,'" says Darkworks co-founder Antoine Villette. "We tried to recover the spirit of the first *Alone in the Dark* but update the series."

From what we've seen of this fourth chapter, fans of old games may hardly recognize it as an *AITD* title, and we're not just talking about hero Edward Carnby, who's transformed from velvet-suited Austin Powers wannabe to Mel Gibson-meets-*High Plains Drifter*. The story gets the biggest change. Written as a 100-plus-page novella, it serves as the game's backbone,



SOILED SHEETS Carnby sheds light on the mansion's severe lack of housekeeping.

unraveling like a screenplay with strong characters who have pasts and motivations.

This time Carnby's best friend, Charles Fiske, has been found dead after trekking to Shadow Island in search of ancient tablets. Carnby's quest is to find the tablets and avenge Fiske's death. But now there's a new girl on the block. Not only can you play as Carnby, but *AITD* adds playable heroine Aline, who has her very own plotline.

Until now, most survival horror games switched between mindless monster blasting and headache-inducing puzzle solving. To keep with its philosophy of making the game "simple but compelling," Darkworks promises you won't struggle through another crank puzzle if it can help it. Instead, the puzzle is the story, and you'll need to find the clues to decipher its mystery. "We didn't want the player, especially the casual player, to be blocked by puzzles," says Lead Designer Pascal Luban. "We want players to want to get to the end of the game."

Of course, there's still action, considering you'll be up against an army of 18 different horrific beasts of varying viciousness. Each hideous creature not only has traits distinctive to its specific breed, but also has its own personality. Some creatures will flee from light, while some aggressively track you through brightly lit rooms. Along the way, you're likely to come across a hairy spider-like beast



QUIET, PLEASE That rocket launcher is likely to make some noise in the library.



TAKE IT TO THE HOLE Carnby scouts out the area before shimmying up the ladder.

with tentacles flailing from its mouth, or a strong, fast, but blind behemoth that sniffs out your scent and listens for noise before lashing out at you in attack.

"It's not a game where you just point your gun and shoot," says Luban. "You have to think before attacking. Sometimes there'll be more than one, and they attack from different sides. Sometimes there's another one hiding in the shadow. We want to make the player feel really uncomfortable."

Imagine entering one of the game's dimly lit rooms filled with flat, black shadows, turning your flashlight onto the darkness, and watching monotone corners open into an expansive 3D roomscape filled with objects and hidden monsters. Heading down hallways, the glowing circle of your flashlight travels seamlessly along textured walls and surfaces, casting shadows along the way and growing dim or bright according to distance.

The shadows create fear in this



BRIGHTENS UP ANY ROOM With the wave of his flashlight, Carnby lights up one corner, while the other areas remain shadowed.

Bachelorette of the Month Aline Cedrac

AGE: 25 **HEIGHT:** 5-foot-8 **WEIGHT:** 123 pounds
MEASUREMENTS: 34/26/36
SIGN: Cancer

AMBITIONS: Realizing world peace, and meeting Mr. Right. In the words of TLC, I don't want no scrubs.
TURN-ONS: Kind eyes, romantic walks on the beach, and a very big...um...rocket launcher.
TURNOFFS: Mean people, guys who don't floss, mutant freaks of nature, and hairy backs.
MOTTO: "Put 'eat chocolate' at the top of your list of things to do today. That way at least you'll get one thing done!"
PASSIONS: Making beeswax candles, pottery, jet skiing, and anthropological research on the Abkani Indian tribe.

"WHAT DRIVES ME WILD: A man with a brilliant mind and a hard body who isn't afraid to do it with the lights on. And the feeling of sand between my toes."



DARK SHADOWS Whether checking out the catacombs or looking into the trash, Carnby's high-powered flashlight does the trick.

The shadows create fear in this game, so the opposition of light and dark helps build dread of what may be lurking in the gloom.

game, so the opposition of light and dark helps build dread of what may be lurking in the gloom. Darkworks put the most energy into fantastic light effects, specifically the flashlight. This small tool may not seem like much, but it required a crew of eight staffers to produce the many layers of images to make this effect work.

A sophisticated collision-detection system lets the machine perceive when light travels across or around objects, for maximum realism. "On the PlayStation version we will have real-time lighting on prerendered backgrounds, but on Dreamcast we will have real-time shadows," says co-founder Guillaume Gouraud. "So, if I shine the flashlight on a table, even the bottles on the table will project shadows. It's going to be amazing."

Even the weapons adhere to the light-vs.-dark theme. All 12 weapons are light-based and have a supernatural power. Depending on which weapon you use, creatures each suffer different deaths. That means no more repetitive groaning zombie deaths. To keep things fair



BANGING AROUND IN THE CELLAR Packing that kind of firepower, Carnby's not worried about what he could run into down here.



THOSE PESKY BLOOD STAINS Carnby steps lively over the remnants of a nasty fight.

and interesting, Edward and Aline have hundreds of their own death animations, too.

But simple brute force won't get you very far when you're not so alone in the dark with packs of mutants. Sometimes a bit of stealth pays off, so you'll need to watch your light and stay quiet to keep creatures from tracking you.

Listening very carefully in this game can either give you an advantage or scare the crap out of you. "When you're alone in the dark, what makes you really feel uncomfortable is just a little noise — like a cracking on the ground, or a little scream, or a creaking door," says Villette. "So, working on sound was very important." Eventually the sound crew plans to incorporate positional sound in the Dreamcast version so you can actually hear which direction noises come from.

Visually, it's obvious that Darkworks put a lot of effort into making this game look beautifully gothic and sinister. Stunning backgrounds serve as gorgeous scenery behind fluid third-person gameplay. Thankfully, you won't be waiting through door-opening sequences, and — according to Darkworks — you won't see any blips between gameplay and full-motion video sequences.

The PlayStation game should hit shelves in time for Halloween, and the Dreamcast version will be ready in early 2001. So stock up on lightbulbs. You won't want to want to be alone in the dark when you sit down with this goose bump-inducing adventure.

—Annette Cardwell

"DREAM DATE: Quickie on the floor of a dark, haunted-mansion hallway. Nothing gets in the way of my work."

Bachelor of the Month Edward Carnby

AGE: 32 **HEIGHT:** 6-foot-2 **WEIGHT:** 180 pounds
SIGN: Pisces

NIGHTMARE DATE: Pretty much anything that lasts longer than a few hours.

PRIMARY PASSION: Investigating paranormal phenomenon, gunning down evil creatures, and chatting with my ham radio buddies! Hi, guys!

DAY JOB: Paranormal Investigator for top-secret bureau 713.

WORST HABIT: It's a toss-up between biting my nails, and my long periods of silence and moodiness.

WHAT HE LOOKS FOR IN A WOMAN: Beauty, intelligence, sense of humor, and accepts credit cards...not necessarily in that order.

TURNOFFS: Relationships. Needy, clingy chicks are dullsville. If a girl expects more than a few tawdry encounters, she's history!

Turning Tricks in the Snow

Konami and ESPN are about to mark their PlayStation 2 spot with *X Games*

■ SYSTEM PlayStation 2 ■ PUBLISHER Konami ■ DEVELOPER Konami ■ THEME Snowboarding ■ PLAYERS 1-2 ■ AVAILABLE November

INSIGHT

Q. Who are some of the big names we can expect in the game?

A. This year's Big Air winner, Peter Line, and half-pipe champ Todd Richards may make an appearance. Hopefully, boarding betties like Tara Dakides and Barrett Christy will be included to represent the chicks-on-boards contingent.

Q. Any clue what other sports we might see?

A. Nothing official yet from ESPN, but most likely popular events such as skateboarding, BMX, and maybe even in-line skating. Less likely: street luge, but wouldn't that be cool?

Q. How can I learn the snowboarding lingo?

A. Check out ESPN's X Games glossary, titled "Webster," in the SNB section on the official X Games site, EXPN (www.expn.com).

If you think getting some "backside air" is the unfortunate result of eating too much ski-lodge chili and a "stiffy" is what you get from too much under-mattress reading material, you're obviously not a snowboarder. But the great-looking *ESPN X Games - Snowboarding* for the PlayStation 2 may make a rider out of you yet.

Built to showcase all the power of the next-generation machine, this first of what will be several titles from a partnership between ESPN and Konami will put you in the boots of the X Games' biggest snowboarding medalists and legends. And to help you feel

more like an actual competitor, the game features the voices of real ESPN commentators to recap all your spectacular moves.

Try out your mad skillz in four events: Big Air, Boarder Cross, Halfpipe, and Slopestyle. Ride an entire custom-designed mountain or stick to more familiar terrain with real trail maps of actual resorts in free-ride mode. All this, plus you'll be able to customize your own riding soundtrack from a roster of big-name artists featured on previous X Games albums.

Expect *ESPN X Games - Snowboarding* in November, just in time for you to start shredding up the half-pipe for real.

—Annette Cardwell



MO' BACKSIDE This boarder looks so real, you can see his rosy-cheeked windburn.



GETTING RAILED This trick gives new meaning to the term "riding the rails."



RIDING THE HEADWALL A little afternoon sun makes this heel grab more dramatic.



Robot Magnetism

The star of Crave's *Super Magnetic Neo* has some serious powers of attraction

■ SYSTEM Dreamcast ■ PUBLISHER Crave ■ DEVELOPER Genki ■ THEME 3D platformer ■ PLAYERS 1 ■ AVAILABLE Fall

INSIGHT

Q. How does Neo fight these nasties?

A. Some villains can be caught up in one of his magnetic spheres and boxed up in little green crates. Then Neo can use the boxes as bombs.

Q. How many levels does Neo explore?

A. There are four worlds with five levels each. Try beating each level three different ways and you'll be rewarded with furniture for Neo's home-base apartment.

Q. What kinds of worlds are there?

A. Jungle, Ancient, Cowboy, and Future. But the trippy interface for getting between worlds is just the wildest.

Crave's new adorable hero, Neo, is most definitely bipolar, but he just can't help it. That's the way it goes when you've got a giant magnet for a head. While he won't be bending spoons or dodging bullets like his *Matrix* namesake, Neo's got an attractive noggin to help him save the day.

His mission is to reclaim Pao Pao amusement park from the evil Pinki, a naughty baby dressed in a bizarre pink mouse suit. She's rigged the park with magnetic traps and nasty robots, so you'll need to use Neo's magnetic head to your



SLIP SLIDIN' AWAY In this icy level, Neo goes into Luge mode, sliding on his belly.



WHAM, BAM Super Magnetic Neo boxes up some baddies and hurls them as bombs.

advantage. Jump pads and conveyors in the game are color-coded according to their magnetic polarity. Neo can send out polarity spheres, depending on whether he wants to be repel or attract.

While the kiddie look and story may be initially off-putting, this early version indicates that the fantastic controls, gameplay, graphics, and sound could make up for any cutesy pain. So, don't be surprised if, after playing through even the first part of this unusual 3D platformer, you find yourself strangely drawn to it.

—Annette Cardwell



YOU SPIN ME RIGHT ROUND, BABY By sending out the right magnetic vibe, Super Magnetic Neo really uses his head to get around this spiky chasm on a conveyor.

DC QUICK LOOK

Planet of the Apes

■ Adventure ■ Fox Interactive ■ Late 2000

1 Have they changed the classic story?

A tad. While the game starts with a crash landing and a manhunt, Fox told us the rest of the plot will be completely reworked.

2 Will the same cast of monkeys be around?

Cornelius, Zira, Zaius, and the standard primate crew will be on board; Fox has said new species like mandrills and baboons may be added.

3 What's the status of the movie remake?

It's rumored that Tim Burton is set to helm the project, with a possible release date of July 4, 2001. Supposed writers on the project have written for *Sleepy Hollow*, *Mission to Mars*, and the upcoming film version of *Fantastic Four*.



GOING APE As Ulysses, you'll have to outmonkey this pesky gorilla guard.

PS QUICK LOOK

Rock'em Sock'em

■ Fighting ■ Mattel Interactive ■ November

1 The Red Rocker? The Blue Bomber? I thought Mom tossed these guys out when I was at college.

It's machine against machine as 12 robot combatants duke it out for the Heavy Metal Championship of the World.

2 So, can I expect the same old "upparent, upparent, knock the block off" action?

Robots can be customized with a variety of weapons and body parts. You can configure more than 50,000 bot variations.

3 Can I pick apart my opponent for parts?

The game's Repo mode becomes very personal as you face off against a friend for wagered private parts. Do you have the *cajones* for it?



ANGRY APPLIANCES The Maytag and Whirlpool rivalry finally explodes.

THE REAL DEAL

Neo isn't the only guy with a magnetic personality. Pick up the old-school **Woolly Willy**, which lets you give Willy hair, whiskers and eyebrows using the magnetic wand. It's \$1.99 at www.funforalltoys.com





Tony! Tony! Tony!

It's coming. It's coming. *Tony Hawk's Pro Skater 2* is coming

■ SYSTEM PlayStation ■ PUBLISHER Activision ■ DEVELOPER Neversoft ■ THEME Skateboarding ■ PLAYERS 1-2 ■ AVAILABLE Fall

INSIGHT

Q. Waaaaazzzzaaaap!?

A. Nuttin'. Just chillin', playing the new Tony Hawk game.

Q. Is it gonna destroy my social life again?

A. Tony's got so many tricks up his sleeve with this one that I seriously fear for our nation's youth. They have no idea what's coming.

Q. Good, kids today need some discipline.

A. Some discipline and a game that'll form an intense bond between man and PlayStation. We're practically talking nuclear fusion here - it's going to be disgusting.

Bigger, badder, and a helluva lot radder, *Tony Hawk's Pro Skater 2* is set to extend its reign over the PlayStation.

With *Pro Skater* raking in year-end awards and solid Nintendo 64 and Dreamcast versions either out or on their way, fans are in dire need of a sequel. Fear not, because from what we've seen so far, *Pro Skater 2* is set to blow up the skateboarding world all over again. Developer Neversoft isn't just tacking some feeble new features on - it's taking the next evolutionary step that'll make you beg for more.

For all you deck freaks who can regularly bust 200k combos on the warehouse level, get ready for the manual trick. The manual is when you ride along on only one set of wheels, balancing forward and back.

From a manual, you can ollie into a grind (don't ask us how) and start a combo, but that's only the beginning of what this has to offer. After you've ground the house down with an incredible set of tricks, you can land into a manual, ride to another rail and keep the combo going. With such a strong new tool at their disposal, skillful

riders will be able to cause a point inflation capable of giving Alan Greenspan the cold sweats.

The levels in *THPS2* are just like those in the original - chock-full of goodness. Rails, half-pipes, and sick jumps are still the order of the day, but there are now many more secret areas, including some that can be unlocked only by



THE DAILY GRIND Chad bids the sun farewell with a pagan skateboarding ritual.



SORT IT OUT With so many pieces to choose, your park is bound to be good.



STRETCH ARMSTRONG Chad rose way too high, almost touching the sky. As he rushed toward the ground, the crowd made not a sound. His shoelace was caught in his fly.

pulling off certain tricks. Grind a lofty rail in a warehouse and a fenced gate will open to reveal a hidden courtyard with a secret stash of ramps. Once again, the skate parks are your friends.

Packing in more than just levels and moves, *Pro Skater 2* will give you plenty more to tweak to your satisfaction. An easy-to-use park editor will be included so you can assemble the skateland of your dreams. Dozens of pieces will be at your disposal, and you can even combine them by placing rails on top of risers. You're limited only by your imagination and the 50-foot

height restriction.

If you're unhappy with the 10 pros in *THPS2*, you can create your own skater and run him through the paces. With plenty of clothes and skins and six new characteristics such as spin and landing, your skater will truly be unique. You might even be able to give the pros a run for their money.

With everything falling into the right places, *Tony Hawk's Pro Skater 2* is well on its way to getting ill on your PlayStation this fall. The only question is: What are you going to do in the meantime?

—Ed Lewis



LOVE IS IN THE AIR There was a skater named Tony, whose friends all called him Bony. Filling his mind with lust, and giving his mates disgust, his board was his favorite crony.



Zen and the Art of Skating

We carefully translate the words of the Zen masters for the skateboarders of today.

An old man accidentally fell into the river rapids leading to a dangerous waterfall. Miraculously, he came out alive and unharmed downstream at the bottom of the falls. When asked how he survived, the man said, "I accommodated myself to the water, not the water to me. Without thinking, I allowed myself to be shaped by it. Plunging into the swirl, I came out with the swirl. This is how I survived."

One must not try to skate against nature but with it. Adapt to your surroundings and learn new ways to grind them. Avoid open water, and when riding in the streets, be one with the traffic.

Once there was a well-known philosopher and scholar who devoted himself to the study of Zen for many years. On the day he finally attained enlightenment, he took all of his books outside and burned them.

You cannot gain true experience from reading. Put down your *Thrasher* magazine and get out there on the streets, young skater.

A martial arts student went to his teacher and said earnestly, "I am devoted to studying your martial arts system. How long will it take me to master it?" The teacher's reply was casual: "10 years." impatiently, the student answered, "But I want to master it faster than that. I will work very hard. I will practice every day, 10 or more hours a day if I have to. How long will it take then?" The teacher thought for a moment, then said, "20 years."

Ah, yes. Learning is difficult and one must learn patience to become a true student of the board. Many rash skaters have endured harsh faceplants by overextending themselves too soon.

Letting the Fur Fly

Acclaim's *Fur Fighters* are packing major heat, and they're ready to fluff

■ SYSTEM DC ■ PUBLISHER Acclaim ■ DEVELOPER Bizarre Creations ■ THEME Action ■ PLAYERS 1-4 ■ AVAILABLE Summer

INSIGHT

Q. Who are the Fur Fighters?

A. That would be Roofus the dog, Juliette the cat, Chang the firefox, Rico the penguin, Bungalow the kangaroo, and Tweek the dragon.

Q. What are the bosses like?

A. Just to show how evil Viggo is, he engineered mutant creatures called Guardians from each of the Fur Fighters' spouses or parents. In other words, these baddies are the Fighters' worst nightmare amplified.

Q. What's going on in the Fur Fighter village?

A. Each fighter has a house that starts out empty but soon fills up with rescued family members. Cooler still, each house has a TV on which you can play classic arcade minigames while you kill time between missions.

Acclaim's newest action game invites you to fluff your opponent, and it's not talking about the off-screen duties of porn workers. In *Fur Fighters*, fluffing is equivalent to fragging, and, despite its cutesy veneer, this game's a serious fluff-fest.

Why are all these adorable critters toting such heavy artillery? The evil General Viggo - a giant white cat whose pet, Fifi, is a little, bald Blofeld-like man - has kidnapped the families of the elite fighting force, the Fur Fighters. Now these six warriors must venture into Viggo's territory, rescue their loved ones, and defeat the dastardly feline for good.

Each of the Fighters has a specific skill. For example, dog Roofus can dig holes, and penguin Rico can swim. To take advantage of each strength, you'll switch between different team members by using green teleportation bubbles, which may remind you of the barrels from *Donkey Kong 64*.

Using *Turok*-style controls, the third-person adventure plays like a shooter, letting you strafe and aim with accuracy. You'll have a not-so-kiddie array of weapons to choose from, including a double-barrel shotgun and a hardcore rocket launcher. But, since the cute nature



SINKING FEELING Roofus faces off in a high-stakes sink battle in the laundry room.



SHOOTING GALLERY At the Quackenheim Museum, take out some of Viggo's goons.

of this game is likely to attract kids, the stuffed animal enemies will go up in a puff of fluff instead of down in a pool of blood.

Plus, you can face off against friends in the multiplayer mode, known as a Fluff-Match, and Bizarre Creations is promising a wide selection of arena maps for your fluffing pleasure. With all this in mind, some of you tough guys may just have to get over your aversion to cute games to get your paws on *Fur Fighters*.

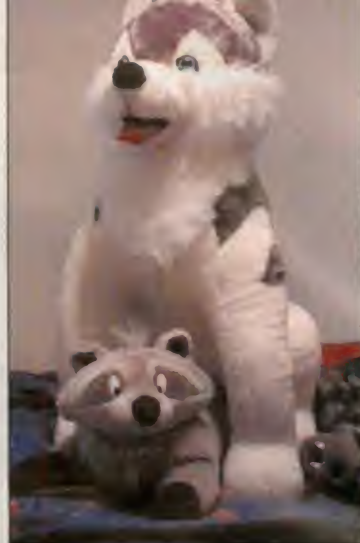
-Annette Cardwell



PENGUIN PORTAL To rescue the penguin babies, Roofus switches off with Rico at this teleportation portal.



GAME VIOLENCE Rico fluffs one of Viggo's gunmen in this video game store.



For the Love of Plush

While you're blowing the stuffing out of plush baddies, plushophiles - those who have sexual feelings for their stuffed animals - look on in pain. How can "bisexuals" relate? Try using these terms taken from the "A Plushie Lexicon" glossary to help build good plushie rapport.

BAPTIZE The first time one goes all the way with a plush lover.

BIOSEXUAL A person who prefers sex with biological partners.

BOINK SPACE A place on a plushie that's pleasing to poke.

FLOOF/FLOOFY Derivation of "fluff/fluffy" that implies sexiness.

MATTING What happens to a plushie's fur after months of cuddling.

MEEKO The Mattel plush "Meeko" (the raccoon in Disney's *Pocahontas*): the most universally popular stuffed critter in the world of plushiedom.

MUNDANES People who don't love plush animals like plush lovers do.

PLUSHCRAWL A group plush shopping expedition.

PLUSHGASM An orgasm elicited by making love with a plushie.

SNUGGLE BUGGLES A brand of stuffed animals with a vibrator inside.

STRAY A plushie that has gone somewhere it's not supposed to.

Come Get Some, Baby

THQ brings *Evil Dead* and Bruce Campbell himself into the survival horror arena

■ SYSTEM Dreamcast ■ PUBLISHER THQ ■ DEVELOPER Heavy Iron Studios ■ THEME Survival horror ■ PLAYERS 1 ■ AVAILABLE Fall

INSIGHT

Q. What about the Necronomicon?

A. That pesky little Book of the Dead will definitely turn up.

However, it's still not clear how it'll play into the game's plot.

Q. If Bruce Campbell is in the *Evil Dead* game, what's up with those rumors he's in the *Resident Evil* movie?

A. According to Campbell's official Web site, that rumor is totally untrue, as are rumors that he's starring in Sam Raimi's upcoming *Spiderman*.

Q. And what about rumors of an *Evil Dead IV*?

A. Again, just another Internet fabrication. Apparently, there was a "script" circulating online, said to be legit. But Campbell labels this magnum opus just another work of "fan fiction."

While most of *Evil Dead*'s best lines are better known to gamers as coming from Duke Nukem, Bruce Campbell's Ash was the first to utter the classic phrases "Hail to the king" and "Groovy." Now the legendary horror film will finally gets its spot in the gaming spotlight, thanks to THQ's upcoming release of *Evil Dead: Hail to the King*.

Set eight years after the last film installment, Ash is mysteriously drawn back to the now infamous cabin in the woods, where he discovers evil forces are once again trying to cross over and conquer the world. On top of the standard zombie fare, Ash goes up against carnivorous Kandarian demons and other bizarre evil

spirits to save the planet from being overrun by the undead.

Developed by Heavy Iron Studios, which includes members of the team that made *Parasite Eve*, the game will blend puzzle solving into the action. But be assured that the combat will be fierce and completely over the top in grand *Evil Dead* style. You'll have your pick of all the movie's signature weapons — including an ax, a rifle, a shotgun and that legendary, handy

strapped-on chain saw, all of which can be upgraded.

The square-jawed, smack-talking Ash character with his trademark insult-laced humor will be voiced by none other than the original films' Bruce Campbell. With Campbell on board as well as suggestions from director Sam Raimi himself, this off-the-wall title should easily separate itself from the pack of *Resident Evils* and wannabes out there.

—Annette Cardwell



Photograph by Shooting Star

DON'T AX HIM AGAIN While he's pretty handy with a chain saw, zombies, Kandarian demons and other baddies don't stand a chance once Ash starts swinging his ax around.



CHOP CHOP Ash is ready to take down some deadites with his handy hatchet.

No Holds Barred

Crave prepares to choke your Dreamcast into submission with *Ultimate Fighting Championship*

■ SYSTEM Dreamcast ■ PUBLISHER Crave ■ DEVELOPER Opus and Anchor ■ THEME Extreme fighting ■ PLAYERS 1-2 ■ AVAILABLE September

INSIGHT

Q. Is this human cockfighting?

A. Nope. The UFC has plenty of rules against playing dirty, like clawing at eyes. It wants the fighters to fight safe so they can rematch another day.

Q. So, no blood?

A. A little bit, but don't expect gory battles and limbs being yanked off and tossed to the audience as a finishing move. That's kid stuff.

Q. What's left then?

A. Just a few dozen fighting styles and thousands of moves to mess with. Since this is based on reality, if you can play it, someone out there has felt it.

It's rough, it's tough, it's the UFC. It's the only place where all forms of fighting come together, and pretty soon your Dreamcast will be the arena to prove who's really the best.

Hyped as no-holds-barred fighting where "two men enter, one man leaves," when it first appeared in 1993, the Ultimate Fighting Championship has matured in recent years. Gone are the freak-show fights that pitted huge sumo wrestlers against scrawny kickboxers. Weight classes were and more rules have been created to keep it safe for the fighters. By evolving with the sport, the UFC and its arena, the Octagon, have come into their own as the home of mixed martial arts (MMA) fighting.

With the doors thrown wide open for any martial art, everyone jumped in on the party. Martial artists came from all over the world to prove their superiority. For a brief period, jujitsu and its submission holds ruled the roost, but now only a fighter who has



UP CLOSE AND PERSONAL Got a heavy bruiser taking you out? Wrap your legs around so you'll have him right where you can see him and fight back.

mastered a variety of styles can truly be an Ultimate Fighter. Upon witnessing the versatility of MMA, Crave saw the perfect game opportunity. To bring the action home, Crave will include 22 real-life

fighters and 34 different fighting styles in *UFC*. It's not an easy task, but with the complete help of the UFC and its fighters, this could be the biggest, baddest brawler the console world has ever seen.

Anatomy of a Takedown

Middleweight Tito Ortiz demonstrates some classic moves for dominating in the ring while Chuck Liddell pretends that it doesn't hurt. Try this at home, kids, and carpet burn will be the least of your problems.



FEEL THE LOVE

Get in close and personal to make sure your opponent isn't going anywhere. Remember to keep your friends close, your enemies closer, and your beer always within arm's reach.

LOOSEN THINGS UP

Grab behind a knee and pull in. Throw off his balance and you'll both go down faster than a minister's daughter. Land on him just right and you'll knock the wind out of his lungs.

BEATIN' 'EM DOWN

You have your opponent right where you want him. Pretend he's your dog and he just pooped on your TV. Scream, "Bad doggie!" and knock him senseless with your punches.

BRING IT HOME

With your enemy dreaming of better days, move into position for the finishing move. Go into a head lock or stretch out an arm or leg, just as long as you make him beg for mercy.

Photography by Sean Murphy; location: PunchOut Gym, Huntington Beach, Calif.



Tito Ortiz

The Bad Boy of Huntington Beach, Tito has been a wrestler for nine years and a mixed martial artist for three. As one of the top middleweight wrestlers, Tito lives and breathes this sport.

What's a day in the life for Tito Ortiz?

I wake up at 12 in the afternoon. At 1:00 I go to the gym and practice kickboxing and boxing. I break for lunch, then do some jiu-jitsu with black belts. After that I'll go home for a snack and by that time it's about 9:00 at night. At 10, I go to the gym and do cardio and some weightlifting until about 1:30. Then I go back to sleep and do it again. Seven days a week, that's my workout.

What's the most brutal thing you've ever seen?

I was at a party one time and two guys were drunk. One guy thought he was tough and pushed the other guy over a chair. He cracked his skull open on the curb and died, just from that. As a mixed martial artist, I make sure that if I go out at night and guys pick fights with me, I'll be nice to the guy, maybe even buy him a drink. We worked hard for this, and there's no reason to take someone's life for it.

Chuck Liddell

Chuck has fought in the middleweight class of the UFC for two years. When he isn't training for a match he can often be found teaching kickboxing at his gym in San Luis Obispo, Calif.

Do you play games yourself? Any favorites?

Oh, yeah. I play football games; I like those a lot. *Madden*, *Blitz*, and any of the fighting games. We always rent 'em. We're into the boxing games like *Knockout Kings*, and we've got *Tekken*. I'm not very good, though - I lose a lot. My brother's a lot better than me, but I don't get to play as much as he does.

Why do you think the UFC doesn't get respect from the media?

A lot of it came out of how they promoted it when it first came out. No-holds-barred; two men enter, one man leaves. It really hurt it more, and people see it as a bad thing. I've had people ask me, "Do you people actually train?" People don't see it as a sport. I've been training my whole life, you know? People don't have any sense of it. It just shocks me, but people don't get to see it.



THE BOOM AND THE POW If the guy on the bottom is smart, he'll tap out and avoid the pop of his arm breaking.

Tale of the Tape

How does Chuck Liddell measure up against his videogame counterpart?



Chuck Liddell

HEIGHT: 6-foot-2
WEIGHT: 199 pounds
DIET: 4,200 calories a day (3,300 if he's trying to lose weight)
INSPIRATION: Used to watch kung fu theater every weekend as a kid. Must've been good, because he convinced his mom to let him start taking karate lessons at 12.



Chuck Liddell

HEIGHT: 9 feet (on a 13-foot screen)
WEIGHT: Nothing - he's a 2D image.
DIET: A solid stream of electrons from a wall outlet.
INSPIRATION: Programmers put him there, and he has little choice in the matter except to kick ass and chew bubble gum...and he's all out of bubble gum.

Fights are often valiant struggles as each fighter grapples for a better position on the mat, maybe getting in a few punches to the head for good measure.



LOVE ME TENDER Chuck tries to focus as his belly gets beaten into hamburger.

Contrary to popular belief, UFC fights are not all-out flurries of kicks and punches leading to bloody knockouts. In the first 18 UFC matches, only 13 percent of those fights were won by knockout, while more than 60 percent were won by submission. In submissions, one fighter has locked up another fighter's arm, leg, or head and forced the other to tap out and accept his defeat. The fights are often valiant struggles as each fighter grapples for a better position on the mat, maybe getting in a few punches to the head for good measure.

To bring grappling onto the small screen, Crave is using a combo system much like King's in the Tekken series. Every position has a few possible moves that lead out of it. Get on top and you can try to knock some sense out of your opponent or roll him into a headlock or an arm bar. If you're on



DID YOU HEAR? Tito whispers the latest joke about the ref and the minister's wife.



HOOP DREAMS Dazed after a tough battle, this fighter dreams of playing some b-ball.

Useful Moves

Tito tosses Chuck around the ring for the sake of education. Once again, these guys are professionals. Do not try this on your younger brother.



ARM BAR

Tito yanks on Chuck's arm until it's fully extended and applies a bit of pressure to the outside to let Chuck know what's up. Wanting to play *Tekken* again, Chuck taps out.



JOINT LOCK

Turn your buddy into the human pretzel with this move and he's not going anywhere. You can tell how relaxed Chuck is by the subtle veins in his arms.



HEADLOCK

Get a normal headlock and then pull it tighter by putting your palm in the crook of your elbow. These are professionals, kids. Don't strangle your friends or else you go the unhappy place.



GRIMEACE AND BEAR IT In case you're wondering: Yes, it hurts, and, no, his arm should not be bent like that.

You can compete for a little while as the best in your field, but as time goes on, you'll need to be versatile to win in the Octagon.

the bottom, you can use the guy on top to your advantage. If he tries to roll you into a lock position, keep the momentum rolling and reverse his move to get on top.

Of course, getting all these moves down takes time and training; they're developed in *UFC's* career mode. You start out as a scrub fighter who has just a few moves but a whole lotta heart. Beat

the other guys down and you'll be able to move up in the ranks. As you progress you get more time to train your fighter in the ways of MMA. You can hone one style of fighting or branch out into other styles. You can compete for a little while as the best in your field, but as time goes on, you'll need to be versatile to win in the Octagon.

Crave has vowed to put in the time and energy to accurately portray MMA and the UFC, and it shows. Character models look picture perfect, and thousands of real moves are being included in the game. Clock someone in the head and you can even see sweat fly off that fighter's face. With so much in-your-face action and harsh realism, *UFC* is looking to be the title that will take fighting games to the next level.

—Ed Lewis



BACK OFF! It's not just about being big, but making him think you're even bigger.



NICE CATCH Grab onto an incoming kick and force him down to the ground.



USE THE FORCE Use your opponent's momentum against him and pull him down.



Bruce Buffer

The voice of the Octagon has announced UFC shows for three and a half years. Not just a good talker, Bruce has a black belt in tae kwon do and has spent several years as a kickboxer.

What is the best style of fighting?

It used to be jiu-jitsu, but now everybody is evolving. You need to know a variety of styles, and I would say there are four major styles you need to have total excellency at: striking/boxing, kickboxing, jujitsu, and grappling/wrestling. If a UFC fighter steps into the boxing ring with a top-notch boxer, that's the boxer's world and rules, and the UFC fighter is more than likely going to lose. If the boxer steps into the Octagon and fights our rules, the boxer will always lose.

Is the UFC dangerous?

Although the UFC looks more dangerous than boxing, boxing is more dangerous, because in the UFC it's totally honorable to tap out if you feel like your bones are about to break or you're about to be choked out. In boxing you can't quit. A lot of boxers suffer the damage they have because they have to go through that fight and take the constant punishment.

Something About Sydney

Collecting more gold than the Olympic Committee at a "fund-raiser"

■ SYSTEMS Dreamcast, Nintendo 64, PlayStation ■ PUBLISHER Eidos ■ DEVELOPER Attention to Detail ■ THEME Summer Olympics ■ PLAYERS 1-4 ■ AVAILABLE August

INSIGHT

Q. What are the 12 events?

A. 100-meter, 110-meter hurdles, hammer, javelin, triple jump, high jump, 100-meter freestyle, cycling, skeet, weight lifting, diving, and kayaking.

Q. What else can you do in Sydney?

A. Along with merely competing in the events, you can train your athletes in 20 virtual gym routines. No word yet on the use of performance-enhancing drugs.

Q. Hey, Olympians don't cheat!

A. Then why do so many of them travel with their own chemistry set?

Talk to any athlete about training for the Olympics and he or she will tell you it's torture (except maybe those curling competitors). Ask any gamer about playing an Olympic *Track & Field*-type game and you'll get tall tales of fractured fingers and the day he or she sacrificed the use of a right hand in hopes of breaking the world record. Why do they do it? Not for the gold. Not for the video game groupies. (What, you don't have them?) They do it for the competition.

Competition to many people is like a drug. Some gamers not only thrive on beating their opponents, they get off on knowing their fingers are somehow faster than their friends'. And when it comes down to the purest video game competitions, no game genre can match the mad mashing of buttons quite like the games based on the Summer Olympics. Konami's classic *Track & Field* series has



TOO LEGIT TO QUIT Spin around, then toss the hammer before you toss your lunch.

traditionally led the genre, but today it faces a new challenge from Eidos' officially licensed and graphically juiced *Sydney 2000*. And, like with *Track & Field*, your fingers will definitely take a beating.

That's because the majority of the 12 events in *Sydney 2000* deal with speed — and remember, the only way your athlete burns down the track is by you spasmodically striking the buttons. (My fingers ache just thinking about it.) As your



AGONY OF DA FEET This English sprinter had better inject some speed into his scoot.

muscles flex from pounding the plastic, you'll witness your athletes' muscles bulging, their breaths intensifying, and their faces expressing the thrill of crossing the finish line. Eidos hopes you'll be smiling along with them, or at least be able to grimace a little as you ice down your swelling wrist.

—Jon Robinson

A Trip on the Down Under

If you're headed to the Summer Olympics in Sydney, don't forget your wallet.

This year's summer games run from September 15 through October 1 and will be shown on NBC. If you plan to attend, though, dig up all the cash you can, because tickets are anything but cheap. The most expensive seat is valued at \$455 (that's prescaler prices), and that's to see the U.S. men's basketball team stomp the hell out of scrawny players from countries like Angola. Other (and much cheaper) events include Michael Johnson running for 200-meter gold (September 28), and, of course, the table tennis match on September 16. Tickets are still available.

Photograph by Al Bello/Allsport



DC QUICK LOOK**World's Scariest Police Chases**

■ Driving ■ Fox Interactive ■ Late 2000

1 So, are these chases the world's scariest?

Depends on how reckless you want to be. The game's designed to be no-holds-barred, set in a large, drawn-to-scale, fully functioning city.

2 Do you always have to be the cops?

No, you can play in a Bad Boy mode. But as the police, you can choose from Story, Racing, and Exploration modes.

3 Will it have the Fox show's Sheriff John Bunnell?

You bet. The game is presented as a special edition of the TV show with a play-by-play delivered by the silver-haired fox himself.



HOT PURSUIT Run down criminals through the realistic traffic of a city.

N64 QUICK LOOK**Duck Dodgers**

■ Adventure ■ Infogrames ■ Spring

1 What's the evil Marvin the Martian up to this time?

Marvin is set to destroy Earth with his Ultimate Weapon. Unfortunately, he needs more energy atoms. Duck Dodgers must recover the atoms before Marvin's goons collect them.

2 What other Looney Tunes characters are there?

Porky Pig, Yosemite Sam, Crusher the boxer, red monster Gossamer, Rocky the gangster, and even the Abominable Snowman. ("I will hug him and love him and call him George.")

3 Any cool Acme gadgets?

Even though there's no Wile E. Coyote, Super Genius, there are Acme goodies, including a jetpack, ray gun and instant martian decoys.



DUCKS IN SPACE Duck Dodgers collects crystals while exploring alien worlds.

Land of the Lost

Three times the land, three times the blood. But will it be three times the fun?

■ SYSTEM Nintendo 64 ■ PUBLISHER Acclaim ■ DEVELOPER Acclaim ■ THEME Kill everything ■ PLAYERS 1-4 ■ AVAILABLE August

INSIGHT

Q. Are there any deathmatch modes?

A. People buzzed enough about the multiplayer modes of *Turok: Rage Wars* that *Turok 3* will include 48 deathmatch maps, including 36 brand-new arenas along with 12 favorites from *Turok 2* and *Rage Wars*.

Q. How many weapons are there?

A. *Turok* will feature 24 unique weapons, and, depending on what character you're playing as, you can upgrade each weapon differently.

Q. I don't have an expansion pack. Does that mean my game will be slow as hell?

A. Not at all. In fact, the engine was specifically designed so you don't need the pack to achieve optimum framerate performance.

Evil god needs food... badly.

Unfortunately for you, the entity named Oblivion feeds off of energy, and that trusty Light Burden you stashed on the Lost Land just happens to be the tastiest energy around. Should you sacrifice your power to satisfy evil's appetite? Not when armed with the Cerebral Bore.

You remember the Cerebral Bore, don't you? It's the weapon that shoots saw blades through enemy skulls before leaving them twitching in a pool of crimson. It's also the weapon that outraged more senators than the time George W. Bush decided to dive nose first into the snow (we're talking about a ski trip, of course)... but that's another tale altogether. *Turok 3: Shadow of Oblivion* continues the bloody saga of Acclaim's most recognized and renowned license. On top of adding new weapons to decimate 40+ types of monsters, *Turok* enables you to explore five worlds where the "living environments" actually change throughout the adventure.

You're also given the choice to play as one of two main characters:



DINO MITE Pull the trigger on these dinosaurs as they feast on your friend.

Joseph or Danielle Fireseed, and, depending upon your selection, you'll encounter different storylines, unique weapons, and new areas to navigate. The best series improvement, however, might just be the new checkpoints. Gone are the frustrating days when you were forced to restart levels from scratch after dying with no weapons and no desire to continue. In *Turok 3* not only will you be able to continue your game from save points, but you'll begin anew with all of the items you saved the game with, possibly even the nasty Cerebral Bore. Hey, Oblivion, how does a saw blade sound for lunch?

—Jon Robinson

Turok 3: Shadow of Oblivion continues the bloody saga of Acclaim's most recognized and renowned license.



TIKI TIKI LAY LAY Blast this volcano monster back to the lava before he throws on another Don Ho CD. Damn "Tiny Bubbles"... must shoot before... presses play.

PS2 QUICK LOOK

Motor Mayhem

■ Car battles ■ Infogrames ■ TBD

1 Motor Mayhem? Sounds like another road-rage-filled drive in L.A.

Close. Actually, it's Earth in the year 2166, and creatures from across the galaxy are running each other off the road in hopes of winning the World Vehicle Combat League championship.

2 Any cool weapons?

You can blast your opponents with guns, but it's more fun to treat the road like a demolition derby and smash cars until they blow up.

3 Is that how you drive on the freeway in real life?

Hop in and find out. The way most Californians drive these days, you're safer in the car than walking on the street.



EXCITEBIKE This futuristic motorcycle shoots ahead of the pack.

PS QUICK LOOK

Beach Volleyball

■ Volleyball ■ Infogrames ■ TBD

1 Beach volleyball! You mean a sports developer is actually making a game other than football this fall? You heard right. We're talking sand, we're talking spikes, and we're talking actual pro players from the Federation of International Volleyball.

2 Pro players? Isn't that hottie Gabrielle Reece a pro volleyball player?

Yeah, and with any luck she'll be one of the pros you get to spike... er, set up for the spike.

3 What else can you do besides spike?

Your muscle-bound beach bums will be able to set, block, dive, dig, and kill spikes... all while getting a tan.



READY, SET, SPIKE This tan man looks to smash his ball into the sand.

I Want My MTPools

A purveyor of pop culture fancies itself a game maker

■ SYSTEMS DC, PS ■ PUBLISHER THQ ■ DEVELOPER Yellow Belly ■ THEME Extreme skateboarding ■ PLAYERS 1-4 (DC), 1-2 (PS) ■ AVAILABLE Fall

INSIGHT

Q. I suck at skateboarding, so how am I gonna get into this game?

A. There's a Boot Camp mode that'll train any new skate recruit to master the decks in a matter of hours, guaranteed.

Q. And this costs me what? The low, low price of \$19.95?

A. No. It comes free on the plastic disc, right along with several other fine features, such as the game.

Q. Will the soundtrack have Britney Spears?

A. We're talking about skating, not fantasizing about high school girls in short, short, plaid skirts. What was I talking about again?

With Tony Hawk still burning up the charts and a highly anticipated sequel on the way, imitators were bound to follow.

This fall is going to be a boarder's paradise. In addition to Activision's *Tony Hawk 2* coming out, THQ will release *MTV Sports: Skateboarding* on both the PlayStation and the Dreamcast. Taking a cue from the master of the decks, THQ is using a manual trick system and taking it even further.

For all you number lovers out there, here are a few to chew on: *Skateboarding* will have 25 levels, nine modes of play, and 20 professional skaters, each with their own moves. Those stats make this the largest skateboarding game ever made. With so many different elements and ideas being thrown together, developer Yellow Belly just needs to create a solid game engine to hold it all together.

Adding even more to the mix, THQ is seeking to fully flesh out the skating environments. Computer skaters will be skating at the same time, so you'll have to watch out for others while you attempt a new trick in the skate park. Dress up your skate rat with licensed clothes



KEEP IT TOGETHER Confused local teen struggles to keep the sky from falling.

and gear, and get ready to get down with some tunes fresh from MTV.

The next generation of skating games are big, loud, and out of control. Let's all sit back and toss up a bit of hope that we'll see some imitators who can also innovate.

—Ed Lewis



POOL PARTY Break out the Kool-Aid and brownies. We're gonna have some fun.

Computer skaters will be skating at the same time, so you'll have to watch out for others while you attempt a new trick in the skate park.



GETTING TRICKY There was a skater from Belfast. He bailed when he lost his footrest. His face full of crud, and his mouth gushing blood, he relived his morning's egg breakfast.



Photograph by Jonathan Daniels/Alisport

Quarterback Sack

At least the fumbling football series can't get any worse. Can it?

■ SYSTEM Dreamcast, Nintendo 64 ■ PUBLISHER Acclaim ■ DEVELOPER High Voltage ■ THEME NFL football ■ PLAYERS 1-4 ■ AVAILABLE August

INSIGHT

Q. How are they fixing the passing game?

A. Acclaim hopes to simplify the passing interface by having the receiver icons pop up the moment you yell, "Hike!"
Q. But that doesn't help me catch.

A. Don't worry, you're no longer required to press a button to catch the ball. Remember, you catch with your hands, not your helmet.

Q. Anything else sound promising?

A. You can recreate the NFL's 34 Super Bowls, including last season's heart-stopper between the Titans and the Rams. Trashy wives not included.

If you played any version of NFL Quarterback Club last year, we're sorry. You probably don't even want to hear about another sequel at this point, but wait—Acclaim is promising massive improvements with the 2001 version. Maybe this year you'll even be able to catch a pass.

Acclaim is sitting on a possible underdog contender. It has the most charismatic quarterback in the NFL (Brett Favre) pitching its product; it has some of the most dynamic player graphics of any sports game around; and, only a few years ago, it produced one of the best-selling football games to date. You might be asking, then, "Why all the sarcasm about catching passes?" Well, if you have to ask, you obviously haven't played the game.

Quarterback Club's downfall, season after fumble-filled season, has been its sometimes-buggy,

sometimes-fun, but forever-frustrating gameplay. One season the game had a bug that meant quarterbacks could run all the way down the field, stiff-arming defenders without being tackled. Then there was the time when the money plays were so blatant, you could throw touchdown passes without looking at the screen. Just when you thought that bug was fixed, Acclaim incorporated some



THE AIR DOWN THERE Steve McNair suffers a loss of yards and memory.

whacked-out passing mode that basically forced you to run the ball every play if you actually wanted to gain yards.

What will it be this year? Hopefully a lesson learned by *Quarterback Club's* developers, along with a solid game that finally gives football fanatics something to scream about other than another \$50 punted out of bounds.

—Jon Robinson



DA BEARS If Cade McNown gets the time to pass, his accuracy can be deadly.



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incite

Perfect Dark

Can Rare's latest shooter outgun *GoldenEye 007*? We zoom in for the head shot. Steady...

FACT FILE

DEVELOPER Rare PUBLISHER Nintendo GENRE Run, shoot, run, open door PLAYERS 1-4 RATING M

GAME GLANCE

- 40+ Weapons
- 15 CPU-controlled Simulants
- 9 Missions
- 17 Stages
- 30 Multiplayer challenges
- 12+ Multiplayer maps
- 1 Ass-kicking, name-taking special agent
- Co-op mode

With a pair of MagSec 4s blazing John Woo-style, it all comes rushing back. The kick of the AR33, taking out that poor guy on the can in the Facility level – the countless hours you spent playing *GoldenEye* are about to pay off all over again. Except this time around, you're a girl in tight pants rather than Pierce Brosnan.

The often-delayed *Perfect Dark* is finally here, and, unlike *Daikatana*, it doesn't suck. Of course, following up a title like *GoldenEye 007*, arguably second only to *Zelda* in the best-N64-game-ever category, can't be all that easy to do.

Rare's latest will be instantly familiar to *GoldenEye* fans, but it's no sequel. Forget about Bond: He's too busy mincing around the PlayStation in *Tomorrow Never Dies*. Besides, he's too old – *Perfect Dark* takes place in 2023, a *Jetsons* kind of world in which we all have our own pet robot and meals come in pill form.



BUDDY SYSTEM That Joanna's sunny personality is just irresistible. Throughout the game she'll make various allies – some human, some not – who will fight by her side.

The heroine of this story is Joanna Dark, a young British lass with a penchant for hiding in shadows and an arsenal that just won't quit. Our gal, Jo, code-named *Perfect Dark* after recently

graduating with perfect marks from the Field Operative Training School that apparently exists in the world of the future, has landed a job in the highly competitive field of industrial espionage.



24 Play Graph

Charting the reviewer's emotional state from the moment the power is turned on to his or her eventual lapse into catatonia, a broken, gibbering shell of a human.

OBSESSED



A blank stare. No response to prodding. Game nirvana.

ENTHUSIASTIC



Wild gesticulations and great game action combine.

HOPEFUL



Promising gaming elements galvanizes the player.

DISINTERESTED



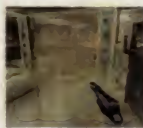
A lack of excitement fails to entice, with optional yawning.

UNCONSCIOUS



Conniptions brought on by boredom leads to a comatose state.

HOURL 10 I bust a cap in my alien ally just so I can use his weapon, the FarSight XR-20, which can see and shoot through walls. Awww, yeah. I automatically lose the mission, but it's worth it.



HOURL 0 Tom from Nintendo finally arrives with the game chained to his wrist. He and I are about to spend some serious quality time together. Now give me that controller.

HOURL 6 Okay, hold everything. A guard just disappeared into thin air, then reappeared behind me and shot me! That's not very sporting. Must get one of those cloaking devices for my own personal use...



HOURL 14 Multiplayer. The magic's still there and then some. I made the mistake of killing a Vendettasim, and now he keeps hunting me down relentlessly. These computer-controlled flunkies are better than most human players!

HOURL 24 Get punched in the game and everything goes all blurry. That's kind of how the world looks to me after this marathon session. Nintendo guy and I have been through so much, I get kind of choked up when he leaves. He could at least have left the game.



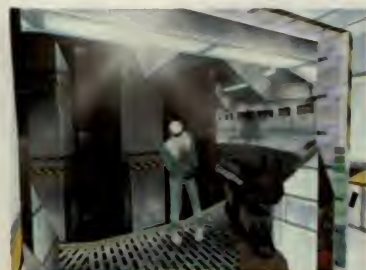


PERFECT STANDOFF This is the moment right before Joanna proves an important point: Two guns are better than one, even when the one is very, very big.

She's working for Daniel Carrington, whom Rare describes as an "intelligent patriarchal scientist/entrepreneur" (similar but different to Dick Van Patten in *Eight is Enough*), and the Carrington Institute, a nice group of guys who'd like nothing better than to save the world. Carrington and company have a beef with the dataDyne Corporation and its leader, Cassandra De Vries (think Martha Stewart-meets-Susan Powter in a bad dress), and trigger-happy Jo gets down to business.

From that point on a lot of stuff blows up and countless valiant guards lose their lives. We won't ruin the plot for you, but aliens are involved and, as *The X-Files* have taught us, where there are aliens there's also a big conspiracy.

The single-player game is divided into nine missions, each with one or more individual stages you'll need to complete before moving on. The basic gameplay is identical to *GoldenEye's*, so it's easy to jump right in, but you've got all kinds of new gadgets and



FASHION VICTIM With Jo's itchy trigger finger, bad dressers can expect no mercy.

visit us online at www.incite.com

weapons to mess around with. Missions can be played at one of three difficulty levels, except this time the objectives become much more complex at the tougher settings and often open up new areas to explore. And, of course, finishing levels within a certain time limit unlocks all kinds of cheats.

Big news on the gun front: Each weapon now has an alternate firing option. For example, if you want to take someone out on the sly, you can choose to pistol-whip 'em with your Falcon 2 rather than waste ammo on the unwary. You can even



CURE FOR PAIN To pistol-whip or not to pistol-whip? *Perfect Dark* gives you nothing but options. In this case we say pistol-whip – not only is it much quieter, but there's significantly less mess.

The countless hours you spent playing *GoldenEye* are about to pay off all over again. Except this time around you're a girl in tight pants rather than Pierce Brosnan.

disarm opponents using hand-to-hand tactics. And you've got a number of fancy-pants gadgets too, such as a remote-controlled camera you can use to scout out new areas and a *Predator*-ish cloaking device for those moments when you want to be heard but not seen. Then there's the alien technology, but we'll leave that to you to discover.

Rare has added all kinds of crazy new modes as well, including a co-op mode so two players can



MUZZLE FLASHER Weapon effects are more spectacular this time around.



SHARPER IMAGE 2023 They've got some pretty handy weapons in the future.

Rare's latest will be instantly familiar to *GoldenEye* fans, but it's no sequel. Forget about Bond: He's too busy mincing around the PlayStation in *Tomorrow Never Dies*.



PERFECT DORK Punish lazy sentries from afar with the sniper rifle.

tackle the single-player missions together and unlock even more stuff. There's even a head-to-head Counter-Operative version of the game — kind of a *Matrix* homage, in which one player controls Joanna and the other tries to take her out by jumping into the bodies of various dataDyne flacks. You'll need an expansion pack to access most of this extra stuff, although parts of the game can be played without it.

There's also a challenge mode, in which one or more players have to complete certain objectives at certain difficulty levels, and then, of course, there are the real multiplayer games. Up to four can play, and there are a bunch of different modes to choose from, but the big news is that you can have computer-controlled characters called Simulants join in the deathmatch carnage. Better yet, there are 15 different types of Simulants to select from, ranging from cannon-fodder Meatsims to



DEFINING MOMENTS

First Impressions

The single-player game was great, but I'd rather spend my time taunting another human until he or she bursts into tears and/or stalks out of the room. After firing-up the multiplayer game, though, it became clear I wasn't going to be taunting anyone anytime soon. Those Simulants are devastating. Favorite weapon: unarmed? That's just not right. Just wait until I get my *GoldenEye* legs back....

— Damian Linn



GHOST BUSTER Use the IR goggles to locate and neutralize cloaked enemies.



CRATE AND BARREL Apparently they still have crates in the future. Pity.



SINGLE-GUN THEORY Just like in a Chow Yun-Fat movie (not counting *Anna and the King*), there's just one of you and hundreds of them... but they're the ones who end up dead.

Vendettasims, Cheetahsims, and Predatorsims, and you can assign different skill levels for each. Everything else is configurable too: You choose not only which weapons you want in the game, but also which guns you want to appear the most and least often.

How much would you pay for all that? Wait! Don't answer! Because you also get: three classic *GoldenEye* multiplayer maps (Temple, Facility, and Complex) plus a bunch of new ones; saved user statistics such as kills, deaths, and accuracy; and realistic death

The Knowledge

In the mood to take down dataDyne one guard at a time? You'll need to know a few key facts before you go in with guns blazing.



1. THE ALIEN

Your average, run-of-the-mill gray alien. If you've seen one, you've seen 'em all. Just don't shoot them: They're on your side.

2. TARGETING RETICLE

The all-important targeting reticle, complete with laser dot, thanks to your Falcon 2's laser scope.

3. FALCON 2 WITH SCOPE

The Falcon 2 is a lot like the good old PP7

and sometimes comes equipped with a silencer. Use two for double the fun.

4. AMMO

The green gauge on top keeps track of how many rounds you've got in the clip, the blue gauge below is your total amount of ammo.

5. ZOOM FACTOR

Guns equipped with a scope can zoom in on the target; this one will magnify your unfortunate victim by a factor of two.



SOMETHING FISHY Your special bag of gadgets includes a handy remote-controlled camera with a stylish fish-eye lens.



MY BAD Try to avoid civilian casualties, but hey, nobody's perfect. Even Jo.

You've got a number of fancy-pants gadgets too, like a remote-controlled camera you can use to scout out new areas and a *Predator*-ish cloaking device.

scenes that would make even Quentin Tarantino blanch. The graphics have been improved too, thanks primarily to the Expansion Pak's extra RAM, with nicer textures and much more complex lighting effects all around.

Unfortunately, not all of the features Rare hoped to include made it to the final version. Plans to let gamers transfer their own faces onto deathmatch characters via the technological wonder that is the Game Boy Camera ultimately fell through.

Workin' for The Man

Love *Dilbert* because it's so funny *and* so true? Maybe it's time you considered a career in the growing field of world domination.



The boss says, "Casual Friday's are go!"

Interested in joining a dynamic company with an exciting, fast-paced working environment? The evil dataDyne corporation is hiring! No really, check out www.datadyne.com.

Nintendo has created a pair of fake Web sites to keep the *Perfect Dark* hype machine in high gear (if you want to work for

the good guys, try www.carringtoninstitute.com), combined with a nationwide promotional college tour.

To access the Restricted part of the dataDyne site, enter JamesTann07 as the username, password 8CR31D29. And don't forget to check incite.com for the latest developments.

Post-Columbine hand-wringing probably had something to do with it, but our favorite rumor involves a tester mapping a photo of a certain part of the female anatomy onto a character's head. We can imagine how well that went over up at Nintendo's headquarters.

That minor disappointment aside, *Perfect Dark* pretty much lives up to the first half of its name. The single-player game will provide hours of entertainment, but the multiplayer games add so much replay value that you probably won't be playing anything else until the new *Zelda* game arrives, many months from now. If you thought *GoldenEye* was great, this is going to give you some kind of embolism.

—Demian Linn

The Verdict

HOW THEY COMPARE

■ PERFECT DARK

Like *GoldenEye* but bigger and better. Elaborate missions and a huge variety of multiplayer games will keep you playing.

■ GOLDENEYE 007

The best game of its kind until now. *GoldenEye* is one the all-time greats.

■ TUROK 2

Sprawling levels sometimes frustrate; multiplayer is just okay.

■ QUAKE 2

Not nearly as detailed as *Perfect Dark*. *Duke 2* won't keep your interest.

■ SOUTH PARK

Funny for 10 seconds, excruciatingly painful every second thereafter.

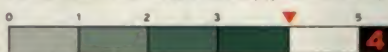
GRAPHICS

■ About the same frame-rate as *GoldenEye*, but with prettier environments and better special effects.



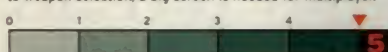
SOUND

■ Lots of speech in the game and good weapon sounds, but the music sometimes ventures into scary synth-rock territory.



CONTROL

■ Just like you remember. Alternate firing options add depth to weapon selection; a big screen is needed for multiplayer.



Perfect Dark

PROS: Intricate level design, infinitely configurable multiplayer action, and tons of hidden stuff. Simulants add huge replay value.

CONS: Dreamcast and PC gamers won't be crazy about the frame-rate.

OVERALL

One of the N64's best games, it's like a bigger, better *GoldenEye* but with aliens and even more longevity.

5
OUT OF 5



AIM HIGH On the agent level, dataDyne flunkies aren't so good with the accuracy.

Excitebike 64

Tired of motocross games not delivering? This dirt-bike dandy rips it up, leaving the competition eating dust

FACT FILE

DEVELOPER Leftfield PUBLISHER Nintendo GENRE Motorcycle racing PLAYERS 1-4 RATING E

GAME GLANCE

- 2 Game modes
- 6 Bikers
- 20 Regular tracks
- 6 Special tracks
- 4 Racing classes

Excitebike 64 isn't just some remake of a popular arcade title boasting a lineup of real-world talent that nobody really knows or cares about. It's just the funnest damn motocross game to hit consoles, period.

Ah, remember the days when you could pull a wheelie while turboing off huge mounds of dirt or leave your opponent reeling in the soil after a well-timed tire swipe? Well, those days have returned in fully fleshed-out 3D fashion in *Excitebike 64*. While you won't find familiar names jockeying these dirt rockets, you will find a well-

balanced mix of sim physics and arcade action that will have you yelling, "Sunday, Sunday, Sunday" all through your living room.

Excitebike takes six outrageous riders with names like "Jumpin'" Jim Rivers and Sarah "Sugar" Hill, then sets them on a multitude of cool tracks for kick-ass motocross action. You'll be able to race traditionally styled indoor courses in real-world locales from Nashville to Kyoto, Japan, or blaze through creatively devious outdoor courses such as a construction yard or a gravel pit, complete with hidden paths and treacherous terrain (think *San Francisco Rush* on two



OLD SCHOOL The original *Excitebike* is just one of the cool special tracks in E64.

wheels). You can even build your own indoor raceways with *Excitebike*'s handy Create-a-Track feature. If you crave something more outlandish, like racing on the old-school arcade version of *Excitebike*, there are also six special tracks to unlock while competing in Season mode.

All of *Excitebike*'s excellent features are enhanced by its superior gaming package. Even without Expansion Pak assistance, the graphics are tight. The bikes sport nice details, and the riders react by turning their heads to see who's passing 'em and curling up into a fetal position when they bail. Just as impressive are *Excitebike*'s racing physics, which require you to actually time your turbo jumps when vaulting off a dirt mound as well as correctly angling your trajectory so you land just right. It also sports the most useful powerslide ever.

Excitebike 64 forgoes putting some motocross star on the cover and focuses on what's true: exceptional gameplay. Step aside, McGrath: You've just been smoked.

—Brett Rector



TEXAS TEA *Excitebike*'s outdoor courses are laden with treacherous obstacles and packed with lots of extra pathways, ensuring racing enjoyment for months to come.



The Verdict

HOW THEY COMPARE

■ EXCITEBIKE 64

Excellent sim and arcade-flavored action. Look, ma — no mullets!

■ STAR WARS: EPISODE I — RACER

Slick futuristic pod racer that's fast on action and looks great.

■ JEREMY MCGRATH 2000

Good visuals and sweet control place it above the rest of the pack.

■ SUPERCROSS 2000

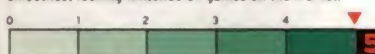
Very heavy on the features side, but too much arcade and not enough sim.

■ ROAD RASH 64

Weak graphics and subpar gameplay. A definite plague to all biker fans.

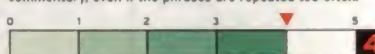
GRAPHICS

■ Even without the Expansion Pak, *Excitebike* is one of the smoothest looking Nintendo 64 games on the market.



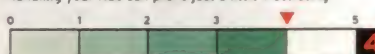
SOUND

■ It mixes the right amount of engine roar with some funny commentary, even if the phrases are repeated too often.



CONTROL

■ Turbos and powerslides keep the action fierce, but handling your ride can prove just a little frustrating.



Excitebike 64

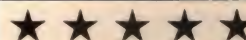
PROS: I've got two words for ya. Skippy: original *Excitebike*. In side-scrolling and spectacular 3D.

CONS: God forbid the camera angle isn't always perfect. Could've also used a few more bikers.

OVERALL

Its mound of features, tracks, and outrageous action make it a definite must-buy for all racing fans.

5
OUT OF 5



CAN'T GET IT UP Jumpin' Jim Rivers wishes he'd laid off the Ho-Hos.

Jedi Power Battles

Even with the power of five Jedi, the Force is weak with *Jedi Power Battles*

FACT FILE

■ DEVELOPER LucasArts ■ PUBLISHER LucasArts ■ GENRE Action/adventure ■ PLAYERS 1-2 ■ RATING T

GAME GLANCE

- 3 Types of Jedi power-ups
- 5 Different Jedi Council fighters
- 6 Standard and Force-bolstered attack styles
- 10 Levels taken from the movie
- 1 Darth Maul

In the immortal words of Yoda and Silent Bob, "Excitement, adventure... a Jedi craves not these things." The players of LucasArts' *Episode 1*-inspired *Jedi Power Battles* may end up having to a lot in common with Jedi, both in gameplay and life philosophy.

While *Jedi Power Battles* is billed as a "fighting game," it plays more like a cross between an adventure game and 3D platformer. It strikes a remarkable resemblance to last year's *Star Wars: Episode 1 – Phantom Menace*, but is built on *Double Dragon*-style side-scrolling backgrounds. The closest it comes to being a fighting game is the option to pick up move combos as you progress through the levels.

In single player, you choose from five Jedi Council members – Mace Windu, Obi-Wan Kenobi, Qui-Gon Jinn, Adi Gallia, and Plo Koon – steering them along the specific



RUNNING CIRCLES AROUND THE COMPETITION In this boss droid battle, Plo Koon shows off his spinning Force power, while Obi-Wan goes for this boss' eye with a saber slash.

Despite its shoddy look, with its low-res visuals of tiny Jedi against oversized environments, *Jedi* still has a certain appeal.



RUSHING INTO BATTLE Obi-Wan and Plo Koon head into heavy droid territory.

path toward each battle, smashing up Federation equipment on your way to a final showdown with Darth Maul. Two-player mode is exactly the same game, except you can bring a buddy along to help you out cooperatively. Unfortunately, you can't fight each other, no matter how much you'd like to smack down Obi-Wan for that outdated rat-tail.

But despite its shoddy look, with low-res visuals of tiny Jedi set against oversized environments, *Jedi* still has a certain appeal. Once you get used to the awkward



STILL KICKING This droid resorts to devastating kick attacks when cornered.

controls, the fighting system works pretty well, especially as you learn each Jedi's specialized moves and Force powers.

Plus, there's just something about that bombastic John Williams score playing over trademark straight-from-the-film lightsaber sounds that gets you really excited about kicking some Federation butt. So, maybe the trick to getting truly psyched for this game is to sit down for a while ahead of time with a raging *Star Wars* movie marathon, crank up the game music to 11, and then start hacking, slashing and bashing with that lightsaber to your heart's content.

—Annette Cardwell

The Verdict

HOW THEY COMPARE

■ MK MYTHOLOGIES

Story-based *Mortal Kombat* game proves an adventure/fighting game can work.

■ JEDI POWER BATTLES

With better graphics and control, *Jedi* could've been a contender.

■ FIGHTING FORCE

This ultrarepetitive smash-'em-up provides little challenge or thought.

■ STAR WARS: EPISODE 1 – PHANTOM MENACE

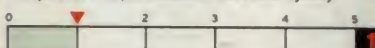
LucasArts' first attempt at a game version of its first prequel film falls flat.

■ FIGHTING FORCE 2

This sequel give you the thrill of beating up more furniture than enemies.

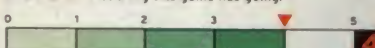
GRAPHICS

■ Mini, low-res characters set against uninteresting backgrounds with poor visuals of the actual fighting.



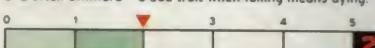
SOUND

■ With the great movie music and signature saber effects, sound is the best thing this game has going.



CONTROL

■ While you will adapt to them, the controls are confusing and often awkward – a bad trait when falling means dying.



Jedi Power Battles

PROS: It's a *Star Wars* game with the distinctive movie story, music, sound effects, and characters.

CONS: Cheap graphics and lame controls may turn you away from the Force of *Jedi* right away.

OVERALL

Jedi has movie appeal by putting you in the Jedi role, but poor graphics and control spoil the experience.

3
OUT OF 5



Galerians

You're a young punk kid with a pill problem. Now go save the world

FACT FILE

DEVELOPER Polygon Magic PUBLISHER Crave GENRE *Resident Evil* meets *Akira* PLAYERS 1 RATING M

GAME GLANCE

- 4 Stages
- 3 Discs
- 62 Cut-scenes
- 7 Drugs
- 3 Psychic attacks
- 5 Galerians
- 1 Evil supercomputer

Okay, picture it: The year is 2035. Or something like that. An evil supercomputer, alternately referred to as "Mother" or "Dorothy," depending on whom you're talking to, is fixin' to exterminate the human race. You're a young scamp with psychic powers and a raging pill habit. Now get out there and save the world.

If games and movies could have children, *Galerians* would be the stunted offspring of a *Resident Evil-Akira-Drugstore Cowboy* threesome. Crave's latest is in straight-up *Resident Evil* style, but with a bunch of scary psychic kids instead of shambling zombies. And rather than always trying to score some herbs, you're constantly on the hunt for more and better pharmaceuticals.

You play the part of Rion, who,



PSYCHO POWER Don't make Rion angry. Here we see him taking out his frustrations on some genetically altered monster. Shoot first, ask questions later, we always say.

Celebrity Psychic Deathmatch

What would happen if the world's premier mentalists engaged in a no-holds-barred battle for psychic supremacy? It's Kenny "Psychic to the Stars" Kingston versus Uri "Spoonbender" Geller versus Gary "The Hair" Spivey, in our last-man-standing rumble.



ROUND 1

Spivey wastes no time delivering a devastating series of slaps to Geller's upper torso and neck area, followed with a vicious helmet-hair head butt. Kingston attempts to channel his good friend Marilyn Monroe but gets her poodle instead.

ROUND 2

Marilyn's ghost dog eviscerates Spivey. Geller grapples with Kingston over the "Psychic to the Stars" nickname, claiming he and Michael Jackson, Huey Lewis, Elton John, Pat Boone, and George Hamilton are "tight."

ROUND 3

Geller steps back, holds up his thumb and index finger in front of Kingston, and says, "I'm crushing your head! I'm crushing your head!" Kingston's head explodes, just like in *Scanners*. Victory is Geller's.



DOPE MAN Rion, jonesing for a fix, talks to his "man" about the "weather."

aside from wearing those shorts that were popular in the late '80s (jams, they called 'em), is a psychic boy wonder with a bad case of amnesia. Turns out he's been the subject of all sorts of twisted experiments over the last few years, his folks have been killed by guys wearing mirrored shades, and now a bunch of freaky kids are gunning for him.

Extrasensory mayhem ensues. Gamers already adept at piloting the Redfield siblings of *Resident*

The game definitely earns its Mature rating, thanks in part to some shocking scenes involving the discovery of dead parents, not to mention the odd exploding head.



BUNSEN BURNING Apparently, bald scientists are not very flame-retardant. They'd better get that place up to OSHA code or they're going to be looking at a monster lawsuit.

Evil fame will have no trouble coming to grips with the character of Rion, although combat involves various mental abilities rather than gunplay – and extra ammo comes in the form of self-administered injections to the neck.

Unfortunately, everything that is annoying about *Resident Evil* also plagues *Galerians*. Expect less-than-fluid controls, camera problems during battles, frequent backtracking through levels, incessant loading screens, and a limited item inventory. At least analog stick support has been added for the U.S. version.

The story is pretty cool, with lots of in-game cinemas featuring bug-eyed mentalist children and strange surgical procedures. The game definitely earns its Mature

rating, thanks in part to some shocking scenes involving the discovery of dead parents, not to mention the odd exploding head. Ultimately, *Galerians* will appeal to fans of *Resident Evil*, but aside from a few strange and disturbing cut-scenes, there isn't anything here you haven't seen before. Don't believe Crave's claim of 50+ hours of gameplay either; we were done in 10.

—Demian Linn



ME SO CRAZY Who wouldn't suffer from mental instability when confronted with scenes like this?



LIT UP That *Firestarter* movie obviously made a big impression on young Rion.

The Verdict

HOW THEY COMPARE

■ RE 3: NEMESIS

Mimskirted Jill Valentine kills more zombies in our favorite *RE* game on PS.

■ SILENT HILL

More freaky midget kids, but this time they've got knives. So do the nurses.

■ FEAR EFFECT

Hey, it's got a shower scene and five endings. What more do you want?

■ GALERIANS

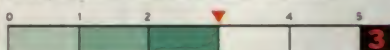
Weird cut-scenes and psychic powers set *Galerians* apart from the rest, but there are no surprises on the gameplay front.

■ OVERBLOOD

More genetic experiments and amnesia, but without much fighting – or fun.

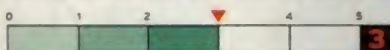
GRAPHICS

■ Rendered backgrounds are good but not great. The loading screens will have you contemplating suicide.



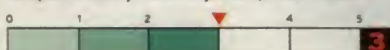
SOUND

■ Suitably chilling music, but sometimes sketchy voice acting and often downright bad and repetitive sound effects.



CONTROL

■ The usual *Resident Evil* complaints: picking up items can be a pain; switching camera angles complicates battles.



Galerians

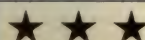
PROS: Not one zombie in the whole game! Weird cut-scenes, crazy psychic kids, and chilling music.

CONS: The control isn't so great; the puzzles don't break any new ground, and it's over in 10 hours.

OVERALL

Kinda spooky, definitely weird. It's basically *Resident Evil* with psychics instead of the undead.

3
OUT OF 5



BLOOD BATH Judging by the state of the bathroom, this is a one-star hotel.



MIKE JUDGE

KINGPINNED

King of the Hill becomes king of the alley when **Bobby Hill** takes the lanes for **Brunswick Circuit Pro Bowling 2** on the PlayStation. Paul Semel keeps score.



STAR PROFILE

Name: Bobby Hill

Years gaming: 12

Years as a bowler:

"I wouldn't really call myself a bowler. I mean, I snack more than I bowl, and I wouldn't call myself a snacker, though I kinda like the sound of that."

Favorite game:

"Candy Land. It's hard to beat a game where the loser gets sent to a molasses swamp."

Favorite bowling

movie: "It's hard to make a bad bowling movie these days."

Best score in the game: "I'm not sure. How much is a dash worth again?"

Kids today – they can be a real pain in the butt. Try asking an eight-year-old boy what his favorite show is and you'll be lucky if he doesn't kick you in the shins. Or the butt, for that matter. Thankfully, Bobby Hill isn't like other kids. While he does like to play video games and trade stocks on the Internet, Bobby isn't so quick to answer a question with a kick. In fact, when we asked Bobby if he'd play a couple rounds of *Brunswick Circuit Pro Bowling 2* and tell us what he thought, he was not only happy to oblige, but he never kicked us. Not even once.

So, what did you think of the game. Was it fun?

Eh, not so much. Normally I have a good time playing video games, but this game seemed to be all about waiting. Plus, the bowlers in the game took it way too seriously. Not once did they roll the ball through their legs. Though I did find the sound of the pins to be quite soothing.

How did you like the graphics?

Okay. You can tell that the alleys in Reno like their lanes extra shiny. And the lanes look like you'd slide a long ways if you ran on them wearing just socks.

Was there anything else you liked about it?

The bowlers' shirts. You get to design them yourself!

I take it you took some time to design your own character, then?

Did I? Created for an hour, bowled for 10 minutes. I even designed one in my own likeness. I found that my body size lends itself to this sport quite nicely.

Did you have a favorite alley?

Reno. You could just tell they had a good snack bar.

Was there anything you didn't like?

When I played on the bowling lanes in Mexico, all I could think about was fish tacos. I got real hungry.

What did you snack on while playing?

My usual: two fruit pies and cherry cola with a twist.

How realistic do you think this game is? Did the ball and pins react the way they should?

Who am I to judge how they should react? That's up to them and them alone.

Have you played any other bowling video games?

This is the first bowling game I ever tried, if you can believe that. Here I am, 13 years old, never tried a bowling video game.

What about someone who's never bowled before?

Do you think this game might help them from throwing gutter balls?

The big red blinking arrows really help cut down on the gutter balls. Though if you get the ball to hop out of the gutter, now that's fun.

By the way, what did your dad have to say about this game? I can't imagine him being into games.

Yeah, he's not much of a gamer. He kept looking over my shoulder and suggesting I aim more to the left, but he wouldn't push the buttons himself.

Lastly, who do you think would win in a Brunswick tournament: Beavis or Butt-Head?

I don't know. My dad doesn't let me watch that show.

King of the Hill is on Sunday nights on Fox.

Celebrity Verdict Brunswick Circuit Pro Bowling 2

GRAPHICS: "The fat players really look fat."

4

SOUND: "The long stretches of silence put Joseph to sleep."

3

CONTROL: "How the heck do you spin the ball like the pros on TV?"

3

PROS: "There was plenty of time between frames for me to go fix a snack."

CONS: "No trash talking. I thought professional athletes had to do that kind of thing."

OVERALL

"It's not a 4 or a 5, but it's not a 1 or a 2 either."

3

OUT OF 5

★ ★ ★

QUICK REVIEWS

Magical Racing Tour

■ PLATFORM PS ■ PUBLISHER Eidos
■ PLAYERS 1-2 ■ GENRE Racing



Skid-added Sliding through turns just isn't what it used to be.

Slap your favorite Disney characters into a standard kart racer and you get a game any kid should enjoy. With races that are a tour of Walt Disney World, this is enough to make little Timmy wet his pants in anticipation of his annual Florida trip. After the visceral cartoon thrill has worn off, the game manages to avoid offending anyone with anything bad or exciting. Controls defy common logic but are manageable after a few races. Rest assured, this game is strictly for the kids, but they'll probably love it. —EL

Overall ★ ★ ★

Striker Pro 2000

■ PLATFORMS DC, PS ■ PUBLISHER Infogrames
■ PLAYERS 1-4 ■ GENRE Soccer



NAME SHAME Player and team names are invented, due to licensing problems.

With the likes of Sega's beautiful but painfully shallow *Virtua Striker 2* as competition, it's no surprise that *Striker Pro 2000* debuts as our new favorite Dreamcast soccer title. *Striker Pro* isn't as graphically amazing as Sega's soccer game, but it's far better on the gameplay front. Our biggest gripe, however, is that you can't switch players: on defense you automatically take control of the guy closest to the ball. It's still the best choice for DC soccer fans, but PlayStation gamers will be much happier with *FIFA 2000*. —DL

Overall ★ ★ ★

MLB 2001

The boys of summer look to become the men of October

FACT FILE

■ DEVELOPER 989 Sports ■ PUBLISHER 989 Sports ■ GENRE Baseball ■ PLAYERS 1-2 ■ RATING E

GAME GLANCE

- 30 MLB franchises
- 2 All-Star teams
- 30 Stadiums
- 5 Spring-training stadiums
- 6 Game modes
- 3 Skill levels

Ah, the sounds of spring. The crack of Sammy's bat sending one deep, the snap of the leather as the Big Unit brings the heat. Can't make it to the ballpark? Good thing there's MLB 2001.

The battle for No. 1 on the PlayStation diamond has always been between *Triple Play* and *MLB*, and this year is no different. For the true sim gamer's money, though, you can't go wrong with *MLB 2001*.

989 Sports has upped the ante, delivering the deepest Franchise mode ever to hit a PlayStation ballpark. You start by selecting a team with an assigned point value, filling it with all the best scrubs the league has to offer, then you attempt to build a dynasty throughout the season. To do that, all you have to do is win games and perform well at the plate. For each win, home run, and so on you're

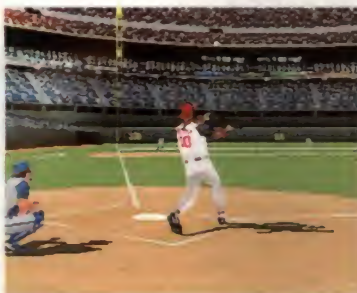


ROCKER AND ROLL John Rocker returns to New York to piss off fans and pick his nose.

awarded points to use to acquire better players. If you lose games, however, you'll be deducted points.

MLB plays great, and all the standard features are back, including the Home Run Derby and an improved Spring Training mode. While *Triple Play 2001* delivers the best arcade-style action on the PlayStation, *MLB* is the best baseball sim.

—Brett Rector



GOING DEEP Ken Griffey Jr. sports the new threads, but the result's still the same.



SHOOTIN' FROM THE HIP The Cubs' Eric Young makes a spectacular put-out.

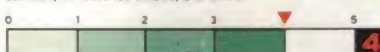
The Verdict

HOW THEY COMPARE

- **MLB 2001**
The Franchise mode has no equal. Deepest baseball sim on the PlayStation.
- **TRIPLE PLAY 2001**
Excellent arcade-style action, as well as legendary players and other goodies.
- **MLB 2000**
Same game as *MLB 2001*, but no Franchise mode.
- **TRIPLE PLAY 2000**
Great arcade action, but the pitcher/batter confrontations just aren't very intense.
- **HIGH HEAT BASEBALL**
Weak graphics, lame AI, and no worthy extras. Why bother?

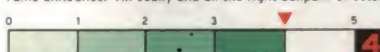
GRAPHICS

- Fluid player animations, including realistic batting stances, off-balance throws, and more.



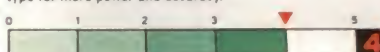
SOUND

- Includes excellent two-man commentary featuring Hall of Fame announcer Vin Scully and all the right ballpark effects.



CONTROL

- Batting interface enables you to guess pitch location and type for more power and accuracy.



MLB 2001

PROS: Excellent baseball action, exceptionally deep Franchise mode and expanded Spring Training mode.

CONS: No legendary players; no extra gameplay rewards.

OVERALL

Tight gameplay and extensive Franchise and Spring Training modes make it worth the purchase.

4

OUT OF 5

★★★★★

TELL US WHAT YOU THINK!

Complete Our Reader Survey and Win the Hottest New Software!

Here at *incite Video Gaming*, we believe in providing our readers an opportunity to tell us what they think of the magazine. That way we can make sure we'll give you what you want in upcoming issues. So please take a moment to answer the questions in this survey. And to show our appreciation for your time, we'll enter your name for a chance to win some great prizes.

WE HAVE HUNDREDS OF THESE GREAT GAMES TO GIVE AWAY! NO LIE!

WU-TANG

SHAOLIN STYLE

ACTIVISION

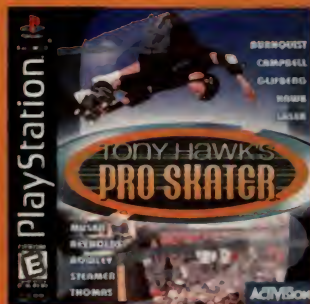


Insane fighting action with the stars of the rap band Wu-Tang Clan.

TONY HAWK'S

PRO SKATER

ACTIVISION



One of the greatest games ever, Tony Hawk deserves a place in your collection.

N-GEN

RACING

INFOGRAMS



Be one of the first to own Infogrames' high-speed, high-adrenaline racer.

NIGHTMARE

CREATURES 2

KONAMI



Listen to Rob Zombie tunes as you Hack 'n slash through Paris and London.

1. What video game systems do you currently own?

Sony PlayStation ☐ Nintendo 64 ☐
 Sega Dreamcast ☐ GameBoy ☐
 Other _____ ☐

2. How old are you?

Under 11 ☐ 20-22 ☐ 32-35 ☐
 11-13 ☐ 23-25 ☐ 36-40 ☐
 14-15 ☐ 26-28 ☐ 41-50 ☐
 16-19 ☐ 29-31 ☐ 51+ ☐

3. Are you...

Male ☐ Female ☐

4. On average, how often do you play video games? At least...

Once a week ☐ Five to six times a week ☐
 Twice a week ☐ Every day ☐
 Three to four times a week ☐ Other _____ ☐

5. What's your favorite video game genre? (Select one only.)

Action/Adventure ☐ Shooters ☐ Role-playing games ☐
 Fighting ☐ Simulations ☐ Other ☐
 Puzzle/Card games ☐ Sports ☐ Don't know ☐
 Racing ☐ Strategy ☐ None ☐

6. How many video games have you bought in the past 12 months?

1-5 ☐ 16-20 ☐
 6-10 ☐ 21+ ☐
 11-15 ☐

7. In general, please rate the following sections of *incite Video gaming* (5 being the best, 1 being the worst, DK = don't look at/read it)

	5	4	3	2	1	DK
Cover	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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WWF Rant	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Closet Gamer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Features	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Celebrity Battles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Celebrity Reviews	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Keepin' It Real	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Previews	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Reviews	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Codes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Strategies	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rod Furlong	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

8. In general, would you like to see more celebrities in the magazine?

Yes ☐ Current amount is just right ☐
 No ☐ Don't know ☐

9. Should *incite* cover arcade games?

Yes ☐ Don't care ☐
 No ☐

10. Should *incite* include an import-game section?

Yes ☐ Don't care ☐
 No ☐

11. What lifestyle aspect(s) would you like to see more of future issues?

Movies ☐ DVD releases/reviews ☐
 Sports ☐ CD releases/reviews ☐
 Television ☐ Toys ☐
 Music ☐ Extreme sports ☐
 Wrestling ☐ Gadgets ☐

Other _____ ☐

12. Would you like to see more celebrity interviews?

Yes ☐ Current amount is just right ☐
No ☐ Don't know ☐

13. What types of celebrities do you want to see interviewed?

Actors ☐ Wrestlers ☐
Athletes ☐ Game designers ☐
Musicians ☐ Models ☐

Other ☐

14. What's your favorite sport? (Select one only.)

Basketball ☐ Hockey ☐
Baseball ☐ Skateboarding ☐
Football ☐ Snowboarding ☐
Boxing ☐ Wrestling ☐
Motorsports ☐ Soccer ☐

Other ☐

15. What's your favorite type of music? (Select one only.)

Rap ☐ Techno ☐
Rock ☐ Country ☐
Alternative ☐ R&B ☐
Punk ☐ Classical ☐
Pop ☐ Dance ☐

Other ☐

16. What other gaming magazines have you purchased in the past six months?

GamePro ☐ PS X-Treme ☐
Electronic Gaming Monthly ☐ PSM ☐
Gamers Republic ☐ Official PlayStation Magazine ☐
GameFan ☐ Xpert Gamer ☐
Next Generation ☐ Tips & Tricks ☐

Other ☐

17. What other "lifestyle" magazines have you purchased in the last six months?

Sports Illustrated ☐ Details ☐
The Source ☐ ESPN The Magazine ☐
Rolling Stone ☐ Entertainment Weekly ☐
Maxim ☐ Interview ☐

Other ☐

18. Which **Incite Video Gaming** cover was your favorite? (Select one only.)

1. The Rock (WWF) ☐ 5. Jaime Bergman (Dead or Alive) ☐
2. Michelle Yeoh (Bond) ☐ 6. Derek Jeter (Baseball roundup) ☐
3. Natalie Raitano (Perfect Dark) ☐ 7. Lennox Lewis (Knockout Kings) ☐
4. Chris Jericho (WWF) ☐ None of the above ☐

19. What would you most like to see on the cover?

Celebrities/Real people ☐ Any image on the hottest game ☐
Game art ☐ Other ☐

20. What new video game system are you most looking forward to?

PlayStation 2 ☐ Nintendo Dolphin ☐
Microsoft X-Box ☐ Other ☐

21. Do you have Internet access?

Yes ☐ No ☐

22. Have you visited incite.com?

Yes ☐ No ☐

23. Generally speaking, what do you like most about **Incite Video Gaming**?

24. What, in **Incite Video Gaming**, could use improvement?

All you need to do is fill out the questionnaire and your contact info, and mail this page in a stamped envelope back to us at:

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Surviving the Horror

Are you up endlessly at night, struggling to get the voices of moaning zombies out of your head? Never fear: The road map to Resident Evil: Code Veronica is here **By Brett Rector**

A Word to the Weary: Your Twisted Journey Is Only Beginning

What we're presenting here is a surefire way to beat Resident Evil: Code Veronica, a fast route to the finish. This guide certainly doesn't represent the only way to go about completing the game, and it doesn't list where you'll find every herb, bullet, and bad guy. It's designed to be a road map to the valuable items, provide solutions to all the mind-numbing puzzles, and tell you how to beat the major bosses. Here are a few overall tips to keep in mind while you're playing.

1. Never discard any item you're carrying unless the game prompts you to. Keep whatever excess items you have in your item box when you don't need them.

2. Try to run around zombies instead of wasting ammo on them, and never use powerful weapons to take 'em down.

3. Once you've obtained the lock pick you can open all Duralumin cases and other various locked cabinets.

4. Search rooms thoroughly, especially dark corners, shelves, and cabinets. Many items are hidden from view and can be found only by prodding around.

5. Examine items such as cases, vases, and books once you've obtained them.

6. Combine Bow Arrow Powder with Bow Arrows to make them more lethal.

CHAPTER I: CLAIRE HAS ESCAPED HER CELL, ONLY TO FIND SOMETHING EVEN MORE TERRIFYING.

Prison

After leaving your prison cell, cruise through the graveyard and on to the next area. You'll meet Steve Burnside for the first time and get a much-needed pistol. Proceed to the mess hall and thoroughly search it to get a map of the prison as well as two M-100P machine guns off a zombie. Exit the mess hall and run around the building to the right until you come to two metal doors. Scour the building for the Hawk Emblem.

What do I do with the Hawk Emblem now that I have it?
Alright, just hold up there a

second, my friend. First, hit the shutter-release button located next to you. Exit the building and go to Claire's right to open the shutter gate next to the fenced-in zombies to get a Fire Extinguisher, then walk up to the guillotine to find the Padlock Key. Now go back to the graveyard and put out the fire near the jeep to get the Briefcase. Examine the case to open it and get the special antimetal detection alloy, TG-01. Then head back over to where you found the Hawk Emblem, and place the emblem in the 3D scanner and the TG-01 on the auto duplicator.

What do I do with the new emblem? Make a necklace?



Take the emblem and use it on the big double doors near the wrecked jeep, then move on to the Military Training Facility. To get past the fire on the bridge, simply push the silver crate on top of the fire and climb over the crate to the staircase.

CHAPTER II: THE MYSTERY UNFOLDS

Military Training Facility



Once you've made it to the top of the staircase, go to Claire's right and enter the

door to the MTF courtyard, then enter MTF. Go up the stairs to Claire's right to get the Bow Gun, then go through the door directly across from the entrance to the locker room. Make your way through the locker room to the bathhouse. Turn off the water coming from the lion's head by cranking the valve to get a Key with Tag.

Where can I use the newfound Key?

Exit the locker room and go through the door across from the telephone booths. Inside you'll find a copy machine and a locker. Use the Key on the locker to get some Bow Gun Powder, then activate the copier to get a map of the MTF.



The Mansion

Leave the MTF and head to the mansion. Before going in, check the rubble directly in front of the entrance for the Navy Proof. Beware of the mutated dogs running about. Head up the steps and to the right of the large portrait to



enter the study, and save your game. Push aside the cabinet to get an Umbrella ID card. Head back to the main floor and enter through the gray door with the lion's head knocker. Once you're inside, scour the room for items, including a Duralumin Case. Now head to the computer, use the ID card to unlock the door behind Claire, and head to the war room.

I entered the gray door and there are all these bats. But it seems pointless to waste my ammo. What can I do? Equip your Lighter to ward off the flying rodents and search the room unharmed.

I'm at the computer terminal, but it's asking for a code. The ID card doesn't do anything. What now? Access your inventory and check the card, rotating it around to find the code: NTC0394. Enter the now unlocked door and proceed down the hall to the war room.

Once you're in the war room, approach the jeweled ant that's hanging from the wall and press the button below it to open a secret room. Grab the Steering Wheel, then exit the war room and head toward the front door of the mansion with the Navy Proof in your inventory. Wait, there's more!



Steve is trapped in the war room. How do I get him out? If you inspect the room, you will notice a number of artifacts hanging on the wall. Two of those artifacts contain two framed handguns. The puzzle requires you to select the two like items, in this case, the handguns in selection C and E.

CHAPTER III: CLAIRE FINDS THE BIOHAZARD CARD

Airport



Leave the mansion, head down the steps to Claire's right, and proceed through the gate. At the bottom of the stairs, make a U-turn to Claire's left and head underneath to grab a map. Now use the Steering Wheel to activate the submarine. Once you've exited the sub and entered the room at the end corridor, go around the desk to Claire's right and into the next room. Take a ride up the lift.

There's a control lever for the crane in front of me. What is it that I'm supposed to move with it?

Activate the machine and press the control stick up until the crane hits the wall, then move the stick to the left until it stops. Now, go back down the lift, activate the now exposed control panel, and grab the Biohazard Card.



I still have the Navy Proof in my inventory. What should I do with it?

After nabbing the Biohazard Card, exit the room and walk around the other side of the desk, past the fish tank, and through the door. Activate the computer terminal, then place

the Navy Proof in one of the slots in the control panel that slides toward Claire. You'll need two other proofs, but this will save time and space in your inventory later. Head to the Mansion to save your game, then go to the MTF.



CHAPTER IV: CLAIRE VISITS AN OLD FRIEND, THEN GETS GASSED.

MTF, Part II

Use the Biohazard Card at the control panel right next to the locker room door. Enter the door at the end of the hallway, then immediately go to Claire's left to dodge Alfred's bullets and head up the staircase. Enter the unlocked door and move down the corresponding hallway. Enter the gray door to Claire's right to get the Homeostatic Medicine. Exit and head through the other door to Claire's right. Pick up the two guns, then prepare for your first sighting of the Bandersnatch. After Claire has comforted Steve, and before continuing on, go through the single brown door and follow the corresponding hallway to its end. Enter the next door and grab the first of two Eagle Plates.

Get the Lock Pick

With Homeostatic Medicine in your inventory, head back to the prison cell you started the game in and give it to Mr. Raval. He'll come to and give you a much-needed Lock Pick. However, you'll have to give up your Lighter in return.

LOCATING THE GOODS



Throughout the game you'll run around backtracking like crazy getting multiple items to solve various puzzles. Here's a quick reference to tell you where to go within the strategy guide to help you find certain items.

Military Proofs

Navy Proof: page 100

Army Proof: page 103

Air Force Proof: page 103

Eagle Plates

Number 1: page 101

Number 2: page 103

Ant Objects for Music Boxes

Queen Ant Object: page 103

King Ant Object: page 103

Clement Materials

Clement Σ: page 105

Clement α: page 106

Family Jewels for Portrait

Alfred's Ring: page 107

Alexander's Piece: page 107

Alexia's Choker: page 108

Wing Objects for Dragonfly Key

First Wing Object: page 107

Second and Third Wing Object: page 107

Dragonfly Object: page 108

Fourth Wing Object: page 108

Herb Mixtures

Here's a list of those tasty flora and what their effects are when you mix 'em.

Green Herb: Replenishes 25 percent of your health

Blue Herb: Cures poison

Red Herb: Nothing on its own

Green Herb + Green Herb:

Replenishes 50 percent of your health

Green Herb + Blue Herb: Replenishes some health and cures poison

Green Herb + Red Herb: Replenishes all your health

Green Herb + Red Herb + Blue Herb: Replenishes all your health and cures poison



Prison, Part II

I remember seeing an impression near the guillotine. What's it for?

After securing the Lock Pick, head back to the guillotine and use the Eagle Plate in the impression to unlock a hidden door. Turn to Claire's left after you've passed through the door to find the entrance to the Infirmary.



Prison Infirmary

Enter the infirmary and continue straight to the door in the back. Inside the next room pick up the Duralumin Case and examine it. Now that you've acquired the Lock Pick, you can access its contents: gun modification parts. Combine the pieces with your Pistol to make it supercharged. Then return to the main room and blast Dr. Zombie away to acquire a Glass Eye.



Great, a Glass Eye. What's it good for?

Approach the elaborate model of the human body in the small room adjacent to the main room and use the eye to reveal a hidden staircase, which leads to the prison basement. Now enter the compound's shop of horrors.



The Torture Chamber

Follow the staircase down, through another doorway, and into a carpeted antechamber. Swerve to Claire's left, avoiding the zombies, to find another staircase leading down. Enter the door at the bottom and take the Sword from the statue.

Gas is leaking out from the floor. How do I stop it?

Quickly run over to the statue that rose from the floor and push the bar, rotating it clockwise.

What am I supposed to do with the Sword?

Once you've stopped the gas, insert the Sword into the Iron maiden, handle the zombie, and pick up the Piano Roll.

Exit the infirmary and run down the passageway to Claire's left. Move the steel crate from in front of the door (there's an Item Box behind it) to enter the building with the metal detector and get all the objects you placed in the holding container. Remember to go to the front of the building to the other holding container and get those items, too. Now head back to the Mansion, in particular the Study, and use the gold Lugers.

CHAPTER V: CLAIRE VISITS THE HOUSE ON THE HILL

Mansion, Part II

I powered up the computer, and now it's asking me for a code. How do I get it?



Read the note next to the computer and copy down the instructions. Stand in front of the music box to enter those instructions to get the code: 1971. Enter it at the computer to reveal a passage to the Private Residence.

Private Residence

On your way to the Private Residence you'll encounter some more Bandersnatches. Dispose of them, because the space here is tight. Enter the Residence, follow the staircase around and up, and pass through the door at the end of the hallway. Enter the

silver door next to the handmade doll and stop the music box to get a prize: a Silver Key. Now return to the Mansion. Boy, that was short.



Mansion, Part III

So, what do I do with the Silver Key?

First make sure the Piano Roll is in your inventory. Use the Key to open the door upstairs across the walkway from the study, then use the Piano Roll in the piano to get the King Ant Object. Next go downstairs, enter the single brown door, then go through the double doors just beyond it to get another Eagle Plate and HUNK's report.



Now, with the Biohazard Card and the second Eagle Plate in your inventory, go to the MTF one last time.



CHAPTER VI: THE FINAL PIECES

MTF, Part III

Once inside, use your Biohazard Card on the silver

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door at the far end, then head into the courtyard where Alfred took shots at you. (A couple of mutated dogs will be roaming about.) Climb the steps and use the Eagle Plate to get the Emblem Card. Go back down the steps, enter the fenced-in area, and climb down the ladder.

Proceed through the hallway, using your Emblem Card at the gate, then walk up the steps to Claire's right, go through the door, and grab the Grenade Launcher. Go back the way you came, down the steps past the ventilation device, up the other staircase, and through the door. Continue down the next hallway and take the elevator at the end to 2F. Walk down the hall to the first door on Claire's right and enter the control room.



Nab the Army Proof and use the computer terminal to zoom in on the picture of the skeleton to get the number: 1126. Head back to the bioexperiment lab where you got the Bow Gun and take the picture.

Now that I have the picture, what do I do with it?



Head back to room where the Eagle Plate was hanging from the wall and place the skeleton picture in its place. A wall will slide down containing the Gold Key. Head back to the Mansion.

Mansion, Part IV

What should I do with the Gold Key?

Enter the brown door on the first floor and follow the L-shaped corridor to the gold double doors. Guess what opens these babies?

Picture Pages

You'll have to press the buttons in the correct order to solve this puzzle. The Memo to the New Master you found in front of the large painting of young Alfred gives you the clues, but here's the solution anyway.



- 1) Beautiful woman holding tea set
- 2) Middle-aged man with red-haired twins
- 3) Red-haired man holding tea set
- 4) Red-haired man with earthenware plate
- 5) Man's portrait with earthenware vase
- 6) Man's portrait with pure white candlestick
- 7) Large portrait of Alfred

For your troubles you're given an Earthenware Vase. Inspect the inside of it to get the Queen Ant Object. Make sure you have both Ant Objects in your inventory and head back to the Private Residence.

Private Residence, Part II

So, what do I do with these ornate bugs anyway?

Go into Alexia's bedroom and place the Queen Ant Object in the slot on top of her music box, then grab the Music Box Plate. Go into Alfred's room and place the King Ant Object in the slot on top of his music box, then use the Music Box Plate. Climb the ladder and grab the Silver Dragonfly.

What good is the Silver Dragonfly?

Check it and detach its wings to turn it into a key, then place it in the mouth of the ant mural to activate the carousel.

What do I do once the carousel is activated?

Climb the ladder up to the room above, push the crate against the cupboard containing the insect specimens, read the Confession Letter, and grab the Air Force Proof.



CHAPTER VII: CLAIRE CONFRONTS THE TYRANT

Airport, Part II

Now take the Army Proof and the Air Force Proof back to the airport and place them in the control panel with the Navy Proof. Enter the plane and grab the Control Lever.

What do I do with the Control Lever?

Go up to the control room where you used the crane on your first trip to the airport and head out the door. On the other side is the control panel where you put the lever. Head across the bridge and pass through the next door, then search the body along the wall for the Airport Key.

Ah, the Airport Key. Where can I use it?

Go back across the bridge, and down to the bottom floor to the door with the K-402 marking to use the key. Once inside, push the crates onto the lift and activate the control box once the gate has closed.

THE TYRANT

Round 1

The lift drops you off in the MTF courtyard. Head to Claire's right and exit through the door. Arm yourself with the Grenade Launcher and get ready. Stay out of reach of the Tyrant and blast him with the launcher. Once it's dropped to the ground, go back to the Airport and board the plane and save your game. Now, equip Claire with the Bow Gun and supercharged ammo and the Grenade Launcher with extra rounds, preferably flame and acid.

Round 2

Well, so much for the clean getaway. The main thing to do here is create space between you and the behemoth. Press the switch next to Claire to launch the catapult at the Tyrant and knock him backward. Equip your Bow Gun with the enhanced arrows and blast away. If you still need some more firepower, equip your Grenade Launcher and combine it with some fire rounds. Once the Tyrant starts to bleed profusely and walk slowly, launch the Catapult at him again and watch him drop to his death. On to the Antarctic.

CHAPTER VIII: CLAIRE AND STEVE ENCOUNTER A NEW MENACE

Antarctic

Climb down the ladder, continue around the walkway, down the steps, and straight through the door in front of Claire. Push the bookcase back to reveal a hidden area and a locker. Open it up to find a note and a switch, but don't press it yet. Save your game, exit the room, walk down the corridor to Claire's right (past the moths), and enter the double doors.

In the following area, enter the door marked "Weapon" to find the Mining Room Key and Detonator. Use the Detonator right away on the locker in front of Claire. Search the lockers near the missiles for the Assault Rifle.

I used the Detonator on the locker, but nothing happened. What do I do? Right now, there's nothing you can do. However, when you come through the Antarctic as Chris, you'll be able to open the locker – provided, of course, you have the Lighter and the Fire Extinguisher.



More on that later.

Exit the weapon room and enter the door marked "B.O.W." Blast the giant spiders inside (just avoid the one under the floor), and grab the Bar Code Sticker. Place the sticker on the box marked "B.O.W." located on the conveyor belt in the main area. Climb the steps behind the conveyor belt and enter the door using the Mining Room Key. Walk straight ahead, enter the door, search the room (watch out for the dogs), and switch on the facility's generator, then switch on the main power. Remember this room for future reference, as it

contains many Green Herbs.

Go back to the main area and turn on the power switch for the sorter, then flip the switch for the conveyor belt. Go into the B.O.W. room again and grab the Gas Mask, then head back to the room with the movable bookshelf and press the switch to unveil a secret area.

I grabbed the Plant Pot. What do I do with it?

Examine it to find the Machine Room Key. Head to B1F.

At the top of the stairs, walk to Claire's right until you reach the iron double doors, then go down the walkway to the left and enter the Machine Room. Walk past the crane controls in front of Claire, go to her left and enter the next room to find the Valve Handle.

Okay, now that I have the Valve Handle, what do I do with it?



First, save your game and place the grenade launcher in the item box, then come back and walk around the catwalk to the other door opposite where you found the Valve Handle. Enter the door, find



the metal shop machine, and hone down the Valve Handle to make it eight-sided. Head back to B2F and enter the Mining Room, then use the handle to shut off the gas. After the narrative, grab the Sniper Rifle before walking over to Steve.

Daddy Dearest



Maintain a good distance away from Pops and use the Sniper Rifle to blast away at the exposed, uh, heart. If you run out of ammo before he's dead, switch to your Bow Gun and equip it with enhanced arrows. If you don't have the arrows, you'll have to take your time blasting him with your pistol.

CHAPTER IX: CHRIS REDFIELD ENTERS THE PICTURE

Military Training Facility
After inspecting the stone bust, I see two Uzis. How do I get them?



Go through the door next to and battle the worm to get Claire's Lighter. Go back to the bust and use your Lighter to light the cup and get the two Uzis. Now go through the door again, through the next area, and use the lift to go up.

I need to use the lift, but the battery is missing.

Where can I find it?

Exit stage right through the double doors and into the courtyard with the tank. Walk around to its rear and press the button to unveil a small elevator. Ride it to the bottom and walk to the end of the corridor to find the battery.

Now you've got spiders roaming through the hallway. No need to waste ammo on them; just run around them.

Burnside in Battle Game

To get Steve Burnside in Battle Game and a Replica Luger, enter the room right around the corner from where you found the battery, then approach the chest of drawers and open them by selecting the symbols in the following order: RE, GR, BL, BR.

After I insert the battery, then what?

Ride the lift up and turn to Chris' left to find the Chem. Lab Key and a note about the Deploid alloy and Clement chemicals. About-face and walk through the door to watch a narrative. Leave the control room, turn to Chris' left, and take the elevator to B1F. Head down the stairs.

Shortcut in the MTF

At the bottom of the stairs you'll notice a shotgun hanging on the wall. Once removed, the stairs will rise. Cross the water to the other side and climb the ladder. At the top, you'll find you've been magically placed in the same corridor where you found the battery. Be sure you keep the shotgun in your inventory at all times so that you can replace it on the wall when you need to go up the stairs. Now, back to the action.

Enter the next room and activate the computer to lower one of the pods and acquire some A. Rifle bullets, then exit through the doors to the right of the computer. In the next room you'll find the Door Knob on the lift. You'll

now have to battle two Hunters. Use your shotgun to take care of them.

I've got this Chem. Storage Key burning a hole in my pocket. What should I do with it?

Go into the door opposite where you found the knob and enter the lab. Grab the shotgun shells and Blue Herb, then use the Chem. Storage Key to open the fridge.



Cooling Clement Σ

Set the temperature to 128 to turn the liquid blue. After you grab the liquid, prepare to battle a poisonous Hunter.

Now that I've found the Door Knob, what do I do with it?

Go back to the 2F and enter the door in the lab to Chris' left. Walk straight ahead and enter the next room across the balcony. (Be prepared to avoid a spy cam.) Scour the room for items, especially a Side Pack, then leave through the door in the corner,

alongside the broken wall you walked through. Use the Knob on the broken door in the next hallway. Turn to Chris' left to find the Tank Object.

The Tank Object does what?

Backtrack to the elevator and go down to the 1F, then turn to Chris' right, sneak past the camera, and enter the following room. Place the Tank Object on the diorama model to reveal the Turntable Key. Oh, yeah: You'll need to come back here with the three military proofs that Claire used. But that's for later. Head back to the lab on B1F.

What do I do with the Turntable Key?

After chatting with Wesker and a brief battle with a Bandersnatch, leave the lab through the sliding double doors and use the Key at the control panel, then ride the turntable up.

Walk through the hole in the wall, then turn to Chris' left and go in the next door. Walk through the following room, through another hole in the wall, turn to Chris' right, and open the door. Once outside, enter the fenced in area and go down the ladder.

I'm at the bottom of the ladder and I see a lever.

What should I do?

Raise the lever to ventilate the room. Now climb down into the next room, then take the steps to Chris' right. Walk





through the next door, confront a Hunter, and enter the following door across from you. The Clement α liquid is on the shelf, and parts to modify Chris' pistol are in the drawer. Head back to the main lobby of the MTF.

CHAPTER X: CHRIS GETS THE PROOFS AND THE EAGLE PLATE

Equip your shotgun and exit the lobby of the MTF through the front double doors. Enter the airport elevator to Chris' right. Save your game at the bottom of the lift and make room in your inventory to hold the three Military Proofs. Exit the room and blast the Hunter, then ride up the lift to Chris' left. Run through the familiar hallway, out the door, and across the bridge. Restore the oil pressure.

Solving the Water Gauge



To get the power going to lower the bridge, step up to the water gauge and press the 3 button four times, press the

10 once, press the 5 button once, then press the 3 button.

Run across the bridge and lower it at the control panel. Equip your grenade launcher and combine it with flame rounds to quickly take care of the Hunter waiting for you. Enter the next room, then run past the zombies and the fish tank. Pass through the door and blast the Hunter waiting for you near the Military Proofs. Grab the proofs and head back to the Airport Lift to save your game. Equip your grenade launcher with grenade rounds and ride back to the top.

Dispose of the two poisonous Hunters and head back to the war room on 1F. (Remember where you used the Tank Object?) Insert the proofs and follow this new passageway to its end and

climb down the ladder.

To get the plate out of the water you can either take time shooting the menace or wait till it has strayed far enough from the plate and enter the water, but only do so if you have health available (you can find plenty in the room), as you will take a couple of hits. Now, get back to the hallway where you found the battery and get the hell out of here. Be sure to grab the shotgun when you pass it.

I have the Eagle Plate matching the impression on the door, but it won't open.

First, combine the two Clement chemicals together, then use the Clement Mixture on the Eagle Plate.

CHAPTER XI: CHRIS GETS SNOWED IN

Antarctic Terminal

Upon arrival, head back to the room with the movable bookshelf and save your game, then use the Halberd on the locked cupboard to obtain, among other things, a Paperweight. Go back to the room where Claire found the valve handle and grab a Duralumin Case. Exit the room and enter the door on the opposite end of the walkway to obtain the Octa Valve Handle.



What do I do with the Octa Valve Handle?

Exit the room, walk back around the walkway, and cross the ice to enter the other door. Avoid Wesker's spy camera (unless you want to battle a Hunter), walk past the door to Chris' left, proceed down the hallway, and enter the door to the lift.

When you get to the bottom of the lift, immediately walk into the door in front of Chris, then go through the next door, which is labeled "High Voltage." Go to the back of the room, insert the valve into the proper place, then turn on the power. (Keep the valve in your inventory for later.) If you don't have it in your inventory already, grab the Paperweight from the item box, as well as the Fire Extinguisher, and place the Duralumin case in, then save your game.



Get the Magnum!

Head back up the lift. Follow the hall down to where you encountered the first spy camera and enter the door on Chris' right.

After you push the flashing blue button, a large canister of extinguishant will rise. Use your Extinguisher to fill it up, then ride the lift down and put out the fire. Walk to Chris' left to find the Magnum Revolver sitting on a box. Now go over to the locker where Claire inserted



the Detonator, use your Lighter, and grab some extra ammo.

After securing the Magnum, go back from whence you came, proceed past the High Voltage door, through the corridor, then enter the metal door.

There's a movable statue in the middle of the floor.

Where does it go?

Push the statue over to the crack in the floor, then grab the map of the Antarctic lab. Walk through the open doorway and around the corner to find a tiger.

What's the deal with the tiger?

Take the left, or blue, jewel to obtain a Socket, then replace the jewel. If you have the magnum gun in your possession, take the right, or red, jewel out to get some extra rounds, then replace the jewel.

About-face and enter the elevator door directly behind the tiger. At the bottom, walk forward to gaze at the wasp's nest and collect a Wing Object. To Chris' left, enter the room to find a note from Alexia about the T-Veronica virus. (A few zombies will be waiting for ya.) Exit the room and go to Chris' right to find a

cryogenic room.

Cryogenic puzzle

Remember the Paperweight? If you examine it by spinning it to the left, you'll see a ring of symbols, which is the order you should push the buttons: AA, Crown, Heart, Spade. Place the weight in the drawer once it pops open. Alfred's lifeless body will appear and drop to the floor. Search him to get his ring, then examine it to separate the jewel.

What do I do with the Socket in my inventory?

Head back to the room with the extinguishant canister, and ride the lift going up. Combine the Socket with the Octa Valve Handle and use it to drain the water. Climb down the ladder to get the Crane Key. Battle the poisonous Hunter that comes crashing through and leave.

Got the Crane Key. What should I do now?

Go to the crane control box near where the huge spider is roaming under the ice and use it. Alexander's body will emerge from the ice. Dodge the spider (don't fight it) and retrieve Alexander's Piece.

Save Claire

Make your way back toward



the High Voltage room, save your game, equip your knife, and put the shotgun in the item box, then cut the power to the facility.

Go back into the hallway where the lift door is and go down the corridor to Chris' right, into the small courtyard. Watch out for the poisonous Hunter roaming about, then scour the courtyard for two more Wing Objects and enter the double doors. Walk behind the staircase and cut Claire loose. One of two things will happen. If Claire is fine, you can go about your quest. If she's injured, you'll need to go back to the room where you found the Magnum and grab

the Serum from the shelf.

**CHAPTER XII:
CLAIRE RETURNS
TO FACE AN OLD
FRIEND**

Move Claire through the room, picking up all the goodies, then move the bookshelf next to the item box. Get the shotgun out and place it in the two handles to reveal a secret area with grenade launcher ammo.

Exit into the next hallway and blast the tentacle coming from the wall. Move the middle cabinet right after the tentacle to retrieve some bow gun arrows. Turn the corner and repeat the process, this time to find grenade rounds. At the end of the hallway is another door, which leads to a row of prison cells. Find the cannon and turn its handle to get a Crystal.

I walked through the cell blocks and got the Crystal with the ID card out of the cannon. How do I remove the card?

Stand at the edge of the impression in the floor, then quickly step forward and step back to make the cinderblock fall. As it rises back up, quickly step in the middle circle and use the Crystal. The block will fall and crush it. Do the same trick as above, and as the block rises, step in the middle to grab the card.





Walk back to the room with the Item box and equip Claire with two packets of Red and Green Herb combos. Walk back to the prison area and go through the door next to Claire's right. Enter the new room and use the card to raise the gate. Let the mutation begin.

Oh, the Horror!

There's nothing you can do for poor Steve and you can't win in a firefight, so run as fast as you can back the way you came. When you're hit with Steve's ax, which you will be at least twice, immediately use your health and keep going.

CHAPTER XIII: CHRIS RETURNS



To defeat the mutated Alexia, run around the room avoiding her flame shots while blasting her with a machine gun. If you have only the pistol, it will take you a while

to get the job done. After defeating her, search near the staircase to find Alexia's Choker.

What do I place in the holes in the Family Portrait?

First you need to have the three family jewels, all of which must be separated from their casings. Put the jewels in the painting to reveal a hidden door. We're guessing you know what to do next.

What do I need to find after entering the hidden door?

After entering the door, turn to Chris' left and then immediately enter the new door. Ride the lift to the lower level and get the last Wing Object. Return to the hallway and enter the study to get the Sterile Room Key.

I used the Sterile Room Key and made it to the tiger, but I can't remove both eyes.

What do I do?

If you didn't cut the power yet, go back and enter the door with the High Voltage sign and do so. Now you can

remove both eyes.

What the hell do I do with the eyes now?

First make sure you have all four Wing Objects, then go back to through the secret entrance where the family portrait was and into the hallway to find Alfred's room.



Once there, go straight through the stone door and into Alexia's room. Stop the music to close the lid on the box, then insert the red stone into the top to reopen the lid and take the Music Box Plate. Go back into Alexander's room, insert the blue stone into the top of the music box to open the lid, and place the Music Box Plate inside. A staircase will lower from the ceiling. In the room above you'll find the Dragonfly Object in a jar of sand, which you should immediately combine with the four wings.

Go back to the lab where you found the last Wing





Object and go through the door at the top of the stairs. Look familiar? Go down the hallway and into the room with the item box to fill your inventory with at least three powerful herb combinations and as much firepower as you can hold, making sure you keep the Gold Dragonfly in your possession.

Exit and go down the hallway, then enter the door you took to the holding cells before as Claire. On the other side, Claire will slip you a Security File. Now head down the hallway, up the stairs, and use the Gold Dragonfly. Time for the preparty.

So, what do I do with the Security File?

Examine the book closely to open it to make the Security Card fall out. Use it at the terminal and enter the code VERONICA

Final Confrontation

As soon as you are in control of Chris, take one shot at the beast to turn her attention toward you. If you have 10 enhanced Bow Gun arrows, you can stand where you are and defeat Alexia in this first stage of mutation. If not, stand in the upper left-hand corner and blast away with all you've got, preferably with a Grenade Launcher or

Submachine Gun. The little scurrying tenticled creatures are a pain, but there's nothing you can really do except take their punishment. If you have only the pistol, well, you're simply not going to get the job done.

Eventually, the beast will take flight to attack you with acid from above, at which time you'll need to quickly equip yourself with the Linear Launcher behind you. Line her up and tag her with one shot. It's just that simple.

Battle Game

Once you've finished Resident Evil: Code Veronica you get the special Battle Game. The object is to get your character through a number of familiar rooms, blasting enemies you encountered through the game in the shortest time possible. If you picked up the Sniper Rifle, you'll be able to play in a first-person view. If you solved the puzzle in the Antarctic, you'll be able to play as Steve Burnside.

Congratulations on a job well done! You've survived the horror to see another day and probably another Resident Evil sequel. But don't quote us on that one.

BEATING THE BAD GUYS



To help make life easier on you, we're including a list of the game's most deadly enemies and the weapons that work best on them – provided you have the weapons, of course.

Bandersnatch

These one-armed baddies are taken down easily with about three enhanced Bow Gun arrows. You can also defeat them by dodging their grasp and firing with your pistol, but that takes too long. If you encounter them with room to move, run away instead of fighting them.

The Tyrant

This is probably the hardest enemy in the game, but he's easily taken down with 10-15 enhanced Bow Gun arrows. If you don't have those, try combing fire or acid rounds with your grenade launcher. Don't have those? Hmm, then it sucks to be you.

Hunters

These beasts are quick and especially deadly if poisonous. However, a few well-placed shotgun rounds will do the trick, or use your submachine gun.

Mutated Alexander

Big daddy is all heart, and you can easily take him down with three or four shots to the chest with the Sniper Rifle. However, if your aim is off, plug him with a couple of enhanced Bow Gun arrows or with some rounds with your Assault Rifle. Otherwise, you'll be doing a lot of running around, firing your pistol.

Mutated Alexia, Part 1

You can dispose of her easily using your submachine gun or three to five grenade rounds. Otherwise, you'll have to run around the room using your pistol while dodging her attacks.

Mutated Alexia, Part 2

If you have enhanced Bow Gun arrows, you can stand where you are and kill her with about 10 shots. If not, stand in the upper left-hand corner and hit her first with a submachine gun and then with grenade rounds. You can also take care of this female terror using enhanced Bow Gun arrows. Anything less, don't even think about it.



Laying the Smackdown!

To beat The Rock at his own game, you're gonna need the following tips to rise to the top of the wrestling ranks in Season mode and take home the gold **By Brett Rector**

Brawling Basics

Before getting in the ring with the big boys, you gotta know these tactics

QUICK COMBOS

For the first time in a wrestling title, you can perform a quick combo to bash your opponent. Mash like mad on the X button to throw a series of punches and kicks to get the match started. This tactic works great in one-on-one matches, but it can be slightly risky if you're battling two or more opponents, because you'll be vulnerable to an attack during the combo animation.



INTO THE TURNBUCKLE

To make your opponent dizzy or set him up for a serious beating, Irish Whip him into a turnbuckle. Simply grab your opponent by

tapping Circle, then direct him into the nearest turnbuckle, pressing the D-pad in a diagonal direction. If you're throwing your opponent across the ring, tap Triangle and the D-pad in his direction to run after him to put your wrestler in position to dish out the pain with a strong grapple or turnbuckle maneuver.



OUTSIDE THE RING

To take the fight outside the ring and bust your opponent's brain on the concrete, stand close to the ropes and Irish Whip your opponent into them by tapping Circle and directing him with the D-pad. Depending

on the strength and size of your wrestler, and the stamina and size of your opponent, a few things will happen. If you're bigger than your opponent, you'll usually send him over the ropes early in the match, no matter what his stamina happens to be. If you're smaller than your opponent, you'll have to beat him down first to send him over. If your opponent gets caught up in the ropes or you happen to throw him standing up in a corner turnbuckle, blast him with a power punch or kick, then watch him fly.



WEAPON ATTACKS

There's nothing more satisfying than

pummeling your opponent with a couple whacks to the noggin with a chair, bat, or belt. To grab a weapon, simply stand over it and press R1. Press X to beat your opponent senseless in a variety of ways.



REVERSALS

To bust out a reversal and punish your opponent, tap the Square button as your opponent is performing a move or when he's trying to pick you up from the mat. By timing it right, you'll perform or be in a position to perform a move of your own.

WHEN PARTNERS ATTACK

You're getting your

dome rocked when out of nowhere your tag-team partner bum rushes the ring to stop the pain. Take advantage of this situation by tag-teaming the chump or let your mate dish out some punishment while you chill on the outskirts of the ring to gather yourself. Follow your partner as he's leaving the ring and try to lure or pull your opponent out after you. Once he's outside the ring, your partner will come over and begin beating your opponent all over again. If you're lucky, your opponent will be counted out. Otherwise, he should at least be primed for pinning upon reentering the ring.



THE STRONG AND THE QUICK

Smackdown features a huge lineup of 36 wrestlers, from the exceptionally strong to the lightening quick.

1 THE ELBOW AND THE EYEBROW

The Rock: "The People's Champ" possesses awesome knockout power and lightening-quick reflexes, not to mention the most electrifying finisher in sports entertainment.



2 THE BIG RED MACHINE

Kane: This huge hellish monstrosity packs enough punch to take down an ox and is pretty agile for a 7-foot-tall behemoth. His Chokeslam finisher is one of the most deadly in all the land.



3 OH, HELL YEAH!

Stone Cold Steve Austin: "The Rattlesnake" likes to strike quick and hard. He'll use his Austin Punches to batter an opponent to a pulp, then busts out his Stone Cold Stunner to send 'em packing.



4 CLOTHESLINE FROM HELL

Bradshaw: Much like Stone Cold, Bradshaw would just as soon hit you as look at you. He has enough power to break an opponent in two, and his Lariat is the most devastating finisher in the game.



Survivor Series

If you're gonna be the WWF champ, you'll need to master the following events

HANDICAP MATCHES

When taking on multiple opponents at once, you need to maintain space between yourself and them. Avoid using quick combos, as you'll be in a prime spot to receive punishment while your wrestler goes through the motions. Instead, try Irish Whipping one wrestler into a turnbuckle, then focus your attention toward the man (or woman) who's standing in front of you.

If you're battling against three bruising opponents, you'll never survive trying to go toe-to-toe with all of them. A good tactic is to exit the ring and entice a couple of the wrestlers to come after you. Now, create space between yourself and your opponents by Irish Whipping them to opposite sides of the floor. It will take a while to win, so be patient and try to deliver as much pain to each opponent as you can. Once you're confident



your opponents have been beaten down enough, reenter the ring and go for the pin.



SURVIVAL MATCHES

Concentrate your attacks on one particular wrestler to get his stamina down. If you're duking it out in a three-way dance, knock the weaker opponent down to the mat or dizzy him with a fist to the face, then distract the other opponent by either Irish Whipping him hard into a corner turnbuckle or by simply tossing him out of the ring. Once that's done, go ahead and work over the other chump.

If you're engaged in a four-way struggle, use the same tactic by concentrating your attacks on one particular opponent, then wait until the other two wrestlers are engaged in a time-intensive maneuver from the top rope or until they both spill outside the ring. Once they're out of the picture, smack down

the chump you've been working over and go for the pin.

CAGE MATCHES

Cage matches are just big wars of attrition. You won't be able to leave until your opponent has taken a pretty severe beating and you can't pin him. Use a combination of hard smacks to the head and skull-busting mat maneuvers to dizzy your opponent or knock him down flat on the mat. Another tactic is beat your opponent senseless, then Irish Whip him into the turnbuckle that's farthest away from your position. Then clamber up and over the cage to victory.

BATTLE ROYAL

Unlike three- and four-way matches, Battle Royals don't end when one person gets pinned, so you don't have to be engaged in the beatings at all times. Use the same tactic of pummeling one opponent to deplete his energy and then pin him when the other two opponents engage in a time-consuming maneuver. When there are only three of you left, let the other two opponents beat each

other silly while you conserve health and bust out a crowd-pleasing taunt. When there's just two of you left, your opponent should be ripe for the pinning once you apply a finisher.



ROYAL RUMBLE

The Royal Rumble is the most grueling to survive because you have to battle through the entire 35-man lineup. The key to winning is using evasive tactics, the best being running away from action happening close to the ropes. Let the other wrestlers beat themselves silly, then step in to Irish Whip the weakened opponents over the ropes. If you feel you're up to standing toe-to-toe with someone, make sure it's in the center of the ring to avoid going over the ropes too easily. If you see your brawler going over, tap Square like mad to grab onto the ropes and pull yourself back in the ring.

FINISHERS

The way to victory is to deliver the final blow when your opponent's been beat up from the street up. Here's a handy list outlining where to position each wrestler to perform the finisher.

In Front of Opponent
Steve Austin, Test, The Undertaker, Edge, Triple H, Big Show, Mankind, X-Pac, Mr. Ass, Gangrel, Chris Jericho, Al Snow, Godfather, Mark Henry, Ken Shamrock, Chyna, Big Bossman, Hardcore Holly, Kane, Steve Blackman, Faarooq, Bradshaw, Matt Hardy, Tori, Buh Buh Ray Dudley, D-Von Dudley, Vince McMahon, Debra, Paul Bearer

Off the Top Rope
Val Venis, D'Lo Brown, Jeff Hardy, Shane McMahon

Behind Opponent
Road Dogg, Christian

Near Downed Opponent's Head
The Rock

Get the lowdown on who we think are eight of the top guys and what makes them so good

5 RAW IS JERICO

Chris Jericho: Chris may be a little on the small side, but his Walls of Jericho submission move and punishing Double Powerbomb finisher will make mincemeat out of any opponent.



6 DARKNESS IS HIS DOMAIN

Edge: This enigmatic up-and-comer is as mysterious as he is deadly, possessing an array of quick strikes and sneaky reversals. His Downward Spiral finisher will leave any opponent seeing stars.



7 INSANITY RULES

Jeff Hardy: He's fast, daring, and crazy as hell. What he doesn't possess in raw power, Hardy makes up for in flash. His top-rope maneuvers make him one of the most exciting youngsters in the ring.



8 KICKIN' THE SHIZNIT DOGGY-STYLE

Road Dogg: When he's not kickin' it doggy-style, the D-O-double G is humiliating his opponents with flashy quick jabs and layin' 'em out with his Pump Handle Drop.



PlayStation Codes

It's all about battling terrorists and hell-spawn demons. Then take a break and meet the Babe



BIGGUS HEADUS The terrorists let all their previous successes go their heads, and it went downhill from there.

Die Hard Trilogy 2

It's hard being John McClane, and it's even harder being John McClane with a big head.

Level Select

At the main menu, press L1(2), Circle(2), Square(2).

Big Head Mode

Pause the game and press R1 (2), L1(2), Triangle (2).



Pop Top Mode

Pause the game and press Square (2), Circle (2), R1 (2).

Skeleton Mode

Pause the game and press Circle, Square, Triangle (2), Square, Circle.



Fear Effect

Now you can run around shooting your gun off whenever you feel like it and bypass all those ridiculously hard puzzles. If only life were this easy.

Expert Mode

Select Credits at the options screen, then press Down(3), Triangle, Down(3), Square, Left.



Right for more challenging opponents.

Full Ammunition

Select Credits at the options screen then press L1, Triangle, Up, Down, Circle(2), Triangle, Square, Left, Triangle.

Instant Puzzle Solution

Select Credits at the options screen, then press L1, Triangle, Up, Down, Circle(2), Down(3), Up.

One-Hit Kill With Firearms

Select Credits at the options screen, then press L1, Triangle, Up, Down, Circle(2), Triangle, Square, Down, R1.

Street Sk8er 2

Unlock All Characters

Left - Left - Circle - Circle - L2 - Square - Right - R2

Unlock All Tracks

Left - Right - Left - Right - Circle - Circle - R1 - Square



Max out Player's Status/Trick Level

L1 - Square - Left - Left - R2 - Left - R1 - Left

Unlock View Movies Menu Item



R2 - R2 - L1 - L2 - L1 - R1 - R1

Unlock All Boards

Circle - Circle - Square - Circle - Square - Square - Circle - R1

Change Character Clothing

When selecting character, press and hold L1, L2, R1, or R2



Syphon Filter 2

Tired of getting stuck in the same ol' mission? Well, select another. Think the game's too easy? Just try the Expert mode.

Skip to the End of a Level

Pause the game, highlight the Map option, then hold Right + L2 + R2 + Circle + Square + X. Then enter the options screen and choose the Cheats selection.

Movie Theater

Pause the game, highlight the Briefing option, then hold Right + L1 + R2 + Circle + X. Then enter the options screen and choose the Cheats selection.

Expert Mode

At the title screen, highlight the One Player option. Then, hold Up + L1 + R2 + Select + Circle + X + Square.

Super Agent Mode

Pause the game and highlight Weaponry. Hold L2 + Select + Circle + Square + X. If done correctly, you will hear a sound. Then enter the options screen and choose Cheats.



Triple Play 2001

Play with the big boys.

Announcer Phrases

Historical Commentary Hold L1 + L2 + R1 + R2 and press Up, Triangle, Right, Circle.

Trivia Hold L1 + L2 + R1 + R2 and press Down, X, Right, Circle.

Weather Hold L1 + L2 + R1 + R2 and press X, Down, Triangle, Up.

Additional batter information

Hold L1 + L2 + R1 + R2 and press Left, Square, Up, Triangle.

(Note: This only affects some players.)

All these rewards are unlocked by playing games in Season mode on any difficulty.

Extremely SkinnySkinny

Players - 1 HR in a game with a player who weighs less than 160

Large Players - 1 HR in a game with a player who weighs over 250

Strong Arm - 2 Outfield Assists by same player in a game / 2 Pickoffs by same player in a game / 2 Caught Stealing by same player in a game

Fast Players - 3 SB by same player in a game

Big Glove - 1 diving catch/wall

climb in a game

Huge Glove - 2 diving catches/wall climbs by in a game

Pulsating Glove - 3 diving

catches/wall climbs in a game

Big Head - 4 runs in a game

Huge Head - 8 runs in a game

Pulsating Head - 12 runs scored in a game

Big Baseball - 3 Ks in a game



Huge Baseball - 6 Ks in a game

Flaming Baseball - 9 Ks in a game

Pencil Head - 6 Ks in a game (against User)

Tall Players - 8 hits in a game

Tiny Players - 12 hits in a game

Tiny Head - 16 hits in a game

Powerup Offense - 8 HRs in a game

Powerup Defense - 3 double plays

Tony Hawk's Pro Skater



With the unlock-everything code in our letters page (p. 11), you'd think we've finally closed the book on our Tony Hawk codes. You should be right, but you're dead wrong. Our final installment (we hope) involves three codes that go together like chips, salsa and a PlayStation. Enter these just like all the others by pausing the game and holding L1.

Stats Are All 13 - X, Square, Square, Triangle, Up, Down.

Special Always Full - X, Triangle, Circle, Down, Up, Right.

Slow-Motion - Square, Left, Up, Square, Left.

Enter the first two codes and you're a happy camper, grabbing huge air and busting out your

special moves any time you want. Enter in the Slow-Mo code and you wonder what the fuss is all about. Well, everything happens in slow-mo except for the L1 and R1 turn buttons. On flat ground you can nab a 1080 ollie. Jumping off the huge ramp in San Francisco with a 3,060 Christ Air nabbed us a cool 331,200 points. Now who's cool?



STEEEEEERKE! Desperate to bring fans into the minor league games, promoters launch their "Big F#&%ing Ball" night.

turned in a game

Powerup Speed - 6 SB in a game

Invisible Players - 3 triples in a game

Big Bat - 2s HR by same player in a game

Small Bat - 3 strikeouts by same player in a game

Pulsating Bat - 5 runs scored by same player in a game



CPU Assist (Catch-Up Logic) - Win by more than 10 runs

Hank Aaron - 2 HR over 500 feet from same player in same game OR hit 50 HRs in a single season with an Atlanta Brave.

Babe Ruth - Hit a HR with the pitcher OR win the World Series with Boston.

Willie Mays - 4 diving putouts (catches/over-the-wall climbs/dive and throw out runner) in a game OR collect a HR, a SB, and make a diving putout with the same player in any postseason game.

Frank Robinson - Lead off the game with back-to-back HRs OR player from user team wins National League Triple Crown.

Harmon Killebrew - 3 HRs over 500 feet from any players in same game OR win the World Series with the Minnesota Twins.

Reggie Jackson - 3 HRs from same player in consecutive at-bats in same game, hit 10 HRs as a team in a single game, or hit 3 HRs with the same player in any World Series game.

Mickey Mantle - Hit HR longer than 565 feet OR have a player from a user team win an American League Triple Crown.

Jimmie Foxx - 8 RBIs from same

player in same game OR collect 175 or more RBIs in a season with the same player.

Willie McCovey - Hit back-to-back HRs in a game OR win the World Series with the San Francisco Giants.

Ted Williams - Have .400 batting average as a team in a game, collect 6 hits with the same player in a game OR have a player hit .400 in an entire season.

Eddie Murray - Hit consecutive HRs from each side of the plate with any two players in same game OR hit HR from both sides of the plate in a game with same player OR win the World Series with the Baltimore Orioles.

Lou Gehrig - 6 hits by same player in a game, have a user-controlled player hit for the cycle in a game OR win 117 or more games with a user-controlled team in a season.

Jackie Robinson - Inside the park home run by a player, steal 4 bases with the same player OR steal home in any postseason game.

Cy Young - Pitch a complete game shutout (minimum 5 innings - any team) OR win 25 or more games with the same pitcher in a season.

Island Stadium - Win a game by 3 runs in the following stadiums: Coors Field, Pacific Bell Park, Kauffman Stadium, Edison International Field.

Space Stadium - Hit a ground rule double in a game in any stadium.

EXTRA CREDIT

Superstar Difficulty - Defeat a team in a single game with All-Star difficulty setting.



Dreamcast Codes

Bouncing breasts are the name of the game. After that, it's just a rat race



ChuChu Rocket

Sonic Adventure Chaos

Complete the Challenge mode levels to transform the mice into Chaos from Sonic Adventure.

NIGHTS Angels

Complete Mania mode levels to transform the mice into angels from NIGHTS.

Hard Mode Puzzles

Complete puzzles in Normal mode.

Special Mode Puzzles

Complete puzzles in Hard mode.

Mania Mode pPzzles

Complete puzzles in Special mode.

Dead or Alive 2

Arial Garden (Nighttime)

To get the cool Firefly level, select Arial Garden in Vs. mode using the right trigger.

Bounce Trick

In the options menu, submenu Other, the age you enter determines how bouncy the gals are - the higher (i.e., the more

"mature") your age, the bouncier they get.

Hidden Cut-Scene

To view the hidden cut-scene, you must play as Ayane in Story mode and KO Kasumi in the ice pit with the final blow knocking (her) backward.



PLEASANT DREAMS Tina got used to not seeing her navel.

Nintendo Codes

Sunday, Sunday, Sunday! Can't get enough of the madness that is monster trucks

Monster Truck Madness 64

Get in on some crazy big-wheel action with this wide assortment of codes.

Low Rider Trucks

Enter YRDR as a password.

Gut Bomb

Enter BRPS as a password.

Full-Time Missiles

Enter Y_WNT_I as a password to have unlimited missiles. During gameplay, press Left to use the missiles. Note: "_" indicates a space.

Turbo Mode

Enter CFFNYN as a password.

Alternate Textures

Enter JMPNG as a password to change all textures in the game into a picture of one of the programmers of the game.

Change Track Color

Enter JMPR as a password. Select Done and JIM will appear in the square. Press Start, select New Game, then choose Summit Rumble. Select any number of players, but many CPU trucks.



When the game begins, there should be black squares with aliens or other objects in the middle.

Horn

While driving, press Down to use the horn.

Sound Effects

While driving, press Up to hear "Yahoo!"s, burps, and farts.

Expert Level Passwords



Ruins - KGKH[Up]G[Star][Left]

Junk Yard - JGJLJP[Star]

The Heights - MSMN[Right]M7QW

Voodoo Island - PKPORP[Up]T793

Greenhill Pass -

SKST[Star]SDW[Up]C61R

Wasteland - VOVWVGZDF9463R

Aztec Valley -

YGY209YJ2G[Left]C796462

Alpine Challenge -

10123IM5JLF[Up]C979SOD

Death Trap -

404564P8M[Right][Left]DFC[Up]CV32KC

Tony Hawk's Pro Skater

Become one with your board and get ready for some sick grinds, because you may weebie and wobble, but you won't fall down.

Skip to Restart (enables you to start level from a variety of places)

Pause the game, hold L and press C-Left, C-Right, C-Down, Up, Down.

Perfect Balance

Pause the game, hold L and press C-Up, C-Right, Left, C-Right, Right, Up, Down.



GameShark Codes

The latest and greatest GameShark codes, brought to you by InterAct Accessories



FULL THROTTLE It's no secret there's a UFO in Area 51, but no one knows the scientists take it out for a spin on the lake.

Nintendo 64

Hydro Thunder

Enable Code

F124FFA02400

Place 1st

812C4C960001

Infinite Turbo

802C4C9D00FF

Enable All Tracks

812B5C940101

812B5C960101

812B5C980101

812B5C9A0101

812B5C9C0101

812B5C9E0101

Ridge Racer 64 Nintendo64

More speed, more speed, more speed.



No it's not a trailer park party. I'm talking about the feeling you get when the finish line is just over the crest of the next hill and you've still got two cars to pass. Not a problem: Just hook up that nifty nitro tank and bang the hell out of that button. *Ridge Racer 64* is now one step closer to *Mad Max* with this choice code that'll blow your transmission if you're not careful. Check out the extra vehicles while you're at it, pal.

Press [R] for Nitro Boost:

D103E1EA0010

8105641A0800

Simply let off the accelerator and hit the [R] shoulder button, and

you'll jump to light speed. Just be careful, because it's a bit like trying to navigate a monster truck on a frozen lake after a bottle o' Jack.

gameshark.com

Power beyond your wildest dreams.

As I woke up this morning, things seemed a little off. Not necessarily in a negative way – it was as if new life were cast down upon me. Powers that couldn't possibly be realized to their full potential surged through my veins. The world looked different, as I gazed down upon it from my bedroom window. Everyone and everything appeared vulnerable, as if I could not be touched by mortal man. Could what I was feeling be reality? Maybe it was an aftereffect of the pizza I ate last night. The only way to be sure was to test it. But how? And on who?

I ran through my standard morning routine quicker than usual. As I was shaving, the razor slipped, driving the blade deep into my face. But there was no blood, no

mark. Not a sign of damage to the skin. Perhaps I was mistaken. It happened so quick, maybe the sharp edge never touched me.

When I stepped out of my front door, I immediately found myself in a tropical paradise, surrounded by palm trees, blue water and a sky as clear as the Vodka drink that was placed in my hands. This is where I wanted to be. Somehow my desire to leave my life of boredom has brought me here. But how? Where exactly am I?

For hours I've been trying to figure it all out. I now understand: It was the GameShark.

Be sure to check gameshark.com for new codes posted daily.

812B5CA00101

Enable All Boats

812B5CA20101

812B5CA40101

812B5CA60101

812B5CA80101

812B5CAA0101

812B5CAC0101

812B5CAE0101

Pokémon Stadium

Enable Code – Must Be On

DE0004000000

P1 Inf HP In Battle All Pokémon

812B5A1B03E7

P2 Inf HP In Battle All Pokémon

812B643B03E7

P1 Pokémon 1 Max HP

810AE58603E7

P1 Pokémon 2 Max HP

810AE5DA03E7

P1 Pokémon 3 Max HP

810AE62E03E7

P2 Pokémon 1 Max HP

810AE7A203E7

P2 Pokémon 2 Max HP

810AE7F603E7

P2 Pokémon 3 Max HP

810AE84A03E7

P1 Pokémon 1 Inf Spells

810AE580FFFF

810AE582FFFF

P1 Pokémon 2 Inf Spells

810AE5D4FFFF

810AE5D6FFFF

P1 Pokémon 3 Inf Spells

810AE628FFFF

810AE62AFFFF

P2 Pokémon 1 Inf Spells

810AE79CFFFF

810AE79EFFFF

P2 Pokémon 2 Inf Spells

810AE7F0FFFF

810AE7F2FFFF

P2 Pokémon 3 Inf Spells

810AE844FFFF

810AE846FFFF

Jeremy McGrath 2000

Extra Points

800711E700FF

Enable Tabletop Freestyle

81071B320001

Enable Chasm Freestyle

81071B340001

Enable Jim Jam Freestyle

81071B380001

Enable Moon Freestyle

81071B3C0001

PlayStation

Ace Combat 3 Electrosphere



Enable All Planes

800BE66B0101

800BE66A0101

800BE66C0101

800BE66E0101

800BE6700101

800BE6720101

800BE6740101

800BE6760101

800BE6780101

800BE67A0101

800BE67C0101

Army Men Sarge's Heroes

Infinite Health

E006DBA80028

30107B1400FF

8006DBA80000

800746440000

Infinite Health (Partner)

E006D3AC0028

3010CEB400FF



HE BE BUGGIN' "The Eagle has landed, and it is one small moon buggy jump for man, one giant leap for ATVs."

Reader Request



There are thousands upon thousands of GameShark codes out there. If we missed one and you want it, give us a holler, and we'll see what we can do. Well, without further ado, we'd like to inaugurate our first Reader Request for *Ready 2 Rumble* codes for the PlayStation.

P1 Infinite Health

80095BD80064

P2 Infinite Health

800963F40064

P1 Infinite Stamina

80095BDC0064

P2 Infinite Stamina

800963F80064

P1 Have RUMBLE

80095BE40030

P2 Have RUMBLE

800964000030

P1 Infinite RUMBLE Time

80095BE80235

Infinite Round Time

8002CD122400

Infinite Continues

80033D4A2400

Max Cash

80097AD8FFFF

80097ADA00FF

Infinite Timer (Bootcamp)

D00DF68B0373

800DF68B0367

Deception 3: Dark Delusion**Infinite Health**

800C3860190

Infinite Ark

800B8D4CFFFF

Ceiling Trap No Load Time

800C0D540000

Wall Trap No Load Time

800C0DE80000

Floor Trap No Load Time

800C0E7C0000

All Emblems

800BAD2E03FF

All Free Training Maps

800C35B401FF

All Rings

800BAD30007F

Infinite Break

800B8DA4E0FF

800B8DA605F5

Trap License Complete

300B8DB70007

Die Hard Trilogy 2**Infinite Health All Modes**

D0081E84006D

800FA28401F4

D0081E840067

800FA87001F4

D0081E84007B

80101C9401F4

Infinite Ammo 1st Person Mode

D00FA8700067

800FA8C00063

D00FA8700067

800FA8C40063

D00FA8700067

800FA8C80063

Infinite Ammo 3rd Person Mode

D00FA870007B

80101D140063

D00FA870007B

80101D080063

D00FA870007B

80101CC80063

D00FA870007B

80101C8B0062

Infinite Frag Grenades 1st Person Mode

D00FA8700067

800FA8E00005

Infinite Grenades 3rd Person Mode

D00FA870007B

80101D100005

D00FA870007B

80101D040005

D00FA870007B

80101D000007

D00FA870007B

80101D0C0005

D00FA870007B

80101CC40005

Infinite Time Driving Mode

D0081E84006D

800FC038647C

Infinite Nitros Driving Mode

D0081E84006D

800FA2901388

Hot Shots Golf 2**Unlock All Characters**

D2046B5EFFFF

80046B5EFFFF

P1 Wins Match Play

D1046B5E0001

80046B5E0001

P2 Wins Match Play

D1046B5EFFFF

80046B5EFFFF

Unlock SemiPro

D20D364E0001

800D364E0001

Unlock Pro

D20D364E0002

800D364E0002

Unlock Tour Pro

D20D364E0003

800D364E0003

Unlock Top Pro

D20D364E0004

800D364E0004

R1/R2/L1/L2 To End Tournament

D004AD08000F

800466C0012

NBA ShootOut 2000**Infinite Creation Points**

801E45C40320

Maxed Out Stats

50000a020000

801E454C6363

Home Team 0 Timeouts

300E67820000

Away Team 0 Timeouts

300E67800000

Infinite Shot Clock

800E80A80019

Home Team Scores 150

800176E00000

800176E20000

800176E40096

800176E80000

800176EA0000

800176EC0096

Away Team Scores 150

800177200000

800177220000

800177240096

800177280000

8001772A0000

8001772C0096

Home Team Infinite Timeouts

300E67820003

Away Team Infinite Timeouts

300E67800003

Renegade Racers**Start On 3rd Lap**

D00AB5540001

800AB5540003

D00AB5540001

800AB5560003

Always Have Missiles In First Slot

800ABAF80004

800ABAF40003

Jump Distance Complete

800AB80A2F00

1000 Pts Collected

800AB81C3E8

Infinite Health P1

8001B83B0800

1000 Items Collected

800AB83C03E8

Enable Franklin Stein

80091AB801FF

Enable Mastov Kartnov

80091ABCFF01

Enable Sparks

80091ABE01FF

Enable Chase Rainbow

80091AC2FF01

Enable The Mummy

80091AC401FF

Enable Buck Billionaire

80091AC8FF01

Syphon Filter 2**Infinite Time**

80116690FFFF

Infinite Armor

801AC5560258

801A91EE0258

Infinite Ammo at Weapon Pickup

8012A5C20063

8012A5CA0063

8012A5DA0063

8012A5EE0063

8012A5C60063

8012A6120005

Sammy Sosa Softball Slam**Never Strike Out (Both Teams)**

800AFD440000

First Team has 99 Runs

800B2B00063

800AFD500063

First Team has 99 Hits

800B2B40063

Second Team has 99 Runs

800AFD800063

800AFD4C0063

Second Team has 99 Hits

800AFD84

**TNN Motorsports: Hardcore TR****Enable Extra Trucks (Arcade Mode)**

80022D10000C

800228DA0003

800228DC0003

800228DE0003

800228E00003

800228E20003

800228E40003

800228E60003

800228E80003

800228EA0003

800228EC0003

Enable All Seasons (Championship Mode)

80022D660101

80022D680101

80022D6A0101

80022D6C0101

80022D6E0101

80022D6F0101

80022D700101

80022D720101

80022D740101

80022D760101

80022D780101

80022D7A0101

80022D7C0101

80022D7E0101

80022D800101

80022D820101

80022D840101

80022D860101

80022D880101

80022D8A0101

80022D8C0101

80022D8E0101

80022D900101

80022D920101

80022D940101

80022D960101

80022D980101

80022D9A0101

80022D9C0101

80022D9E0101

80022D9F0101

80022DA00101

80022DA20101

80022DA40101

80022DA60101

80022DA80101

80022DA90101



IT'S ALIVE! Working in the lab late one night, Dr. Frankenstein created a hideous half-man, half-boat freak.

Code Stereophonica

Get yourself into the game with one of these quality headphones

WRITTEN BY ED LEWIS, PHOTOGRAPHY BY RAJAT GHOSH

It's 3 a.m., the lights are off, and *Resident Evil: Code Veronica* is making you look over your shoulder as another bead of sweat runs down your face. Unfortunately, the zombie's moans coming out of your TV are getting to your housemates as well. The walls are so thin in your apartment that the particularly amorous couple a few rooms down quite literally rocks the house and ruins your game unless you have the TV fully cranked. It's time to get some quality headphones for your gaming rig so you can hear every last creak, growl, and sickening crunch of the zombies biting into your neck.



JVC HA-DX3

Frequency Response: 4-30,000Hz

Not since Pamela Anderson Lee started wearing a microphone in her jacket on *VIP* have two round lovelies sounded so good. The entire range of sounds was beautifully represented and full, but lacked a little weight. Cranked to full volume on our TV, the burning zombie still sounded like it was off in the next room.

\$249.99

ZOMBIE RATING: ☠☠☠☠



Jensen JF40

Frequency Response: 20-20,000Hz

Thanks to the open-air design on these puppies, we got to hear the creaking of our own house in the background of the monstrous sound effects. The low end never rattled my bones, but I still got spooked when we heard the spiders walking around. When things got too intense, the handy remote volume control on the wire let us quickly banish the spookiness to a distance.

\$39.99

ZOMBIE RATING: ☠☠☠☠





Sony MDR-V700DJ

Frequency Response: 5-30,000Hz

Designed for thumping club environments and discerning DJs, these silver beauties kick ass. The bass is nice and rich, and everything else is as clear as a bell. I was walking around the mess hall with these on when the moan of a couple zombies right behind me made me squeal like a little girl and smack the headphones off. Something had happened there – something very, very good.

\$149.99

ZOMBIE RATING: ☠☠☠☠☠



Sony Street Style MDR-G59G

Frequency Response: 16-20,000Hz

These hard bits of plastic lock on to your ears tighter than a zombie biting into Claire's neck. Sound was good, but after an hour or two I began to wonder what happens when you cut off circulation to the cartilage in your ears. Not wanting to risk one-upping old Van Gogh, I quickly moved on.

\$29.99

ZOMBIE RATING: ☠☠



Queen Size Pillow Talker

Frequency Response: 20-20,000Hz

When I saw these headphones, I had dreams of being able to lie back in my bed and listen to my games through a bit of cotton fluff. Instead, I was barely able to make out the sounds from the game over the grumbling of my stomach. After grabbing a midnight snack, my belly quit aching, and the soft pitter-patter of the zombies in the graveyard put me gently to sleep.

\$29.99

ZOMBIE RATING: ☠



Rod's Kids

"For the price of one double iced mocha latte frappuccino, you can sponsor a disabled video game character, providing much-needed medical care and one square meal a day."

Ladies and Gentlemen, the video game world is in crisis. Some of your favorite game characters have been struck down with debilitating job-related injuries, and the worst part of it is, we – you and I – are to blame.

That's right, folks. Whether uncoordinated or just inept, ham-fisted gamers are directly responsible for an untold number of injuries to video game characters each year. Consider: Millions and millions of gamers have bumbled their ways through countless *Mario* games, subjecting Nintendo's No. 1 son to all manner of painful lava encounters, man-eating plants, and overly large cannonballs. Can you begin to comprehend the physical damage – not to mention the mental anguish – caused when Mario's red plumber ass collides – at high speed – with yet another spiked turtle shell?

Now, Mario doesn't like to talk about the injuries he has sustained while on the job, but the pain in his eyes is there for all to see. He may look like he's enjoying himself in



Illustration by Fred Harper

Mario Party 2, but that's because Mario is the consummate professional – a video game character's video game character. Though he smiles brightly for the camera, he's dying on the inside. I happen to know personally that Mario is on his fifth set of ass implants, and the doctors say his ass may have to be removed entirely if he damages it again. Folks, we just can't let that happen.

And Mario is not the only one suffering. Guile, from the *Street Fighter* series, the army guy with the big yellow hair? He's torn the ACL in *both* of his knees, all because gamers insist on firing relentless Sonic Booms and Flash-Kicks from a crouched position. The pride of France, Rayman, needs a

whole range of expensive prosthetics before he will ever be accepted in polite society. And Donkey Kong has chugged down so many potions in *DK64*, even David Crosby wouldn't take his liver.

But you *can* make a difference. Contribute to my new charity, Rod's Kids, and for the price of one double iced mocha latte frappuccino, you can sponsor a disabled video game character, providing much-needed medical care and one square meal a day. Bring some joy into the life of your favorite video game mascot. Support Rod's Kids! And please, try not to be so crap at games.

YES!

I want to be part of the solution, not part of the problem! With my contribution I will receive an official Rod's Kids denim jacket bearing a commemorative patch, varying in grandeur in accordance with the amount of money I ante up.

- ☐ \$1,000+ Rod's Kids Admiral Contributor
Celine Dion "My Heart Will Go On" World Tour patch
- ☐ \$500 Rod's Kids Adjutant Contributor
Wytychyer (you know, the band?) patch
- ☐ \$250 Rod's Kids Brigadier Contributor
4-H Club Prize Pig patch
- ☐ \$2.50 Rod's Kids Ensign Contributor
"I'd Rather Be Sailing" bumper sticker
- ☐ Please call me every evening, just moments after I have sat down at the dinner table, offering me additional charitable-contribution opportunities.

Disclaimer: This text was created by strangers who were found wandering around the Incite offices and is in no way endorsed by any software company. Or anyone else, for that matter.

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Omikron

The Nomad Soul



TEEN
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CONTENT RATED BY
ESRB

quantic

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**When you have a magnetic head,
you're going to attract trouble.**



"Every facet of the game, from its zany appearance to its goofy character designs and nutty score, is tailored to perfection. Rating: A-"

Dave Halverson • Gamers' Republic

"Its rather unique look and feel, combined with solid gameplay and a zany cast of characters... ensure Neo a place among the Dreamcast's elite."

Greg Orlando • DailyRadar.com

"Everything moves so well, and the worlds are so full of color that Neo will make quite an impression on anyone who sees it."

Brandon Justice • Dreamcast.IGN.com



SUPERmagnetic NEO

THE attraction BEGINS JULY 2000



Pinkie and her goons have taken over Pao Pao Park and it's up to Neo to set things right!



Use Neo's magnetic powers to capture metallic enemies, catapult off platforms and rocket through the air!



Jump, run, ride and swing your way across 20 fantastic levels, spanning 4 bizarre worlds.



Sega Dreamcast.

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